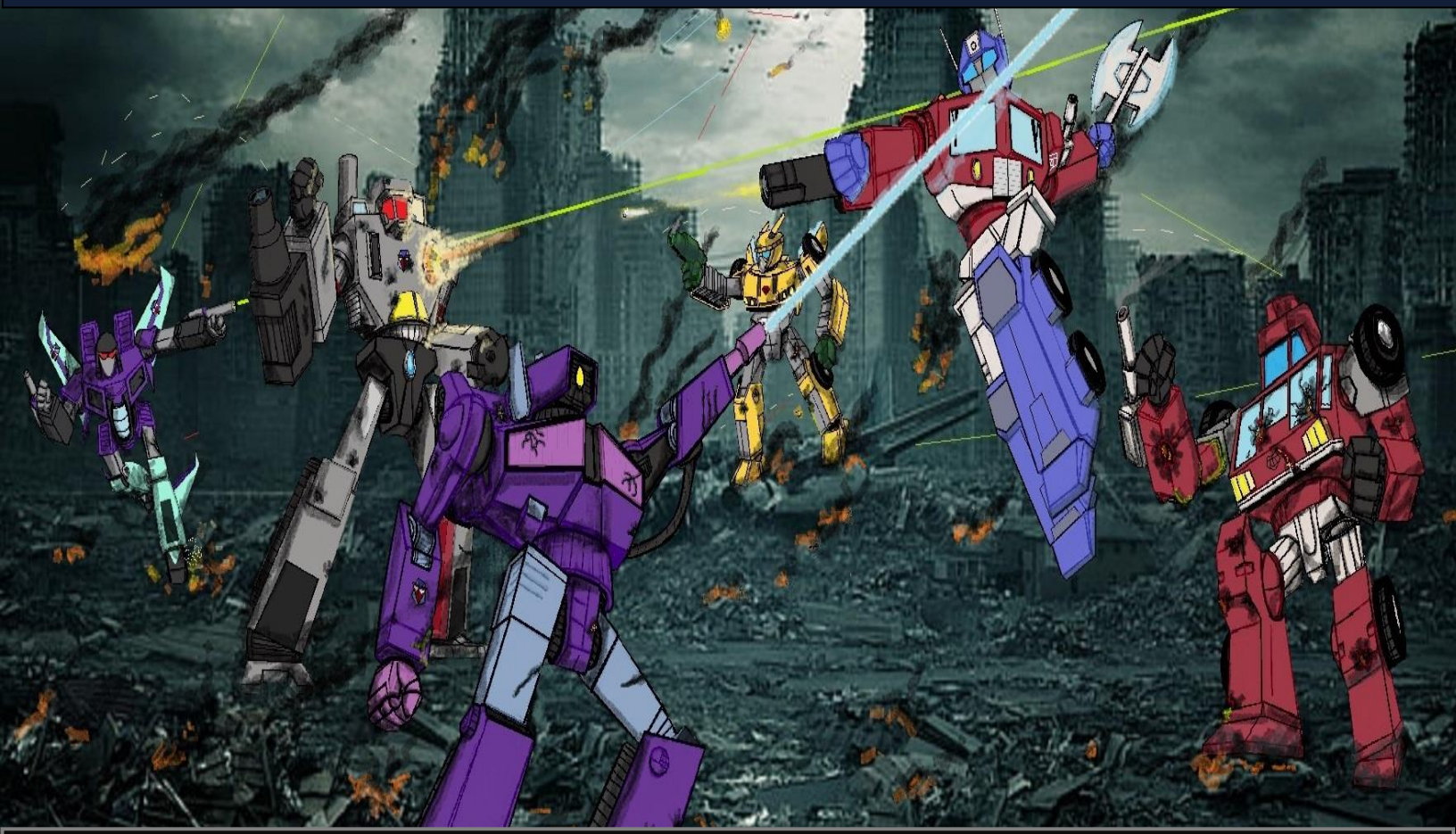
TECHNICAL READOUT

SYBERIA



A Fan-Made Sourcebook / Homage to Two Great Franchises

By: Herbert A. Beas II (and others)

For use with Total Warfare, Tactical Operations, A Time of War, and Welcome to the Nebula California

TECHNICAL READOUT: SYBERIA

Endless Loop

Metro-Central, North Cascadian Plains
Autonomous Barony of Primus
Syberia
Date: ERR404//220.86.29C// ERR143//2986.602327…//RUN

No! Not again! For Kaen's sake, not again*!!*

The haze of smoke and shadow swirled around everything, but through it all, sunlight glinted off surfaces of polished copper and brushed steel. There were fires everywhere. The distant cacophony of explosions echoed across the plains. But everything spun about wildly; it was nearly impossible to tell what was where.

But *why* was no mystery…

It had all happened before…

Too damned many times before!

The gyroscopes were no damned good. The sensor inputs were flickering. Jump jets refused to fire.

A damage schema was requested. But the data flow came to slowly. By the time it appeared, two platforms caught, then crumpled, beneath the slamming impact of a hundred-ton mass sent careening over yet another deck of glinting metals.

The display blinked, updating itself in the span of a painfully long nanosecond. Armor failures appeared everywhere. Actuators had frozen up, disabling the conversion systems. Critical damage to the reactor warned of imminent shutdown, with coolant from ruptured lines spraying wildly into the plasma chamber. The gyros were, indeed, shattered; balance control was no longer possible. Sensor damage made target acquisition and identification wildly inconsistent. CASE deployed without cause; the magazines were already empty. And the particle cannon had given up its last bolt just seconds ago.

With the dull sound of one metallic heap slamming atop another, the ground finally stopped giving out, and everything went blank.

Everything, except the awareness that, just seconds ago, victory was in sight. The enemy was laid low, defenseless, broken.

But, once again, the Code demanded a final word.

And, once again, the enemy delivered one of its own. A single word, spoken with fire and fury worthy of the creators themselves, punctuated by a desperate last assault that sent the world into a spiral:

"*Never!*"

The word still echoed, despite the darkness of crippling damage and sensor blindness. Even as bypasses struggled to keep the 'Mech from shutting down entirely, no matter that it could no longer even stand under its own power. Visuals flickered back to life, but only barely. With the canopy all but pressed into the cracked floor of metalized ferrocrete, myomers still too weak to accomplish more than a twitch or two, all remained cold, and dim.

Dimness gave way to darkness as new shadows cast over the space. A voice, muffled by scrambled audios, but still easy enough to recognize—and contemptuous enough to make the very rocks seethe with rage at its audacity—spoke from above. Then, as so often happened in moments like this, something slammed against the left flank, with just enough force to cave in the structure within, triggering a new internal damage alert:

Reactor failure imminent.

By the time the systems gathered enough power to lift the head module, without cutting out the AV inputs from in the process, the shadow had already moved out of arm's reach. Its hateful voice began flooding the radio channels with fresh orders.

Orders to retreat.

Again.

A new shadow came then, still clad in the scuffed blues and silvers it bore for centuries, its mechanoid head bore the simplest of structures—a gleaming red cockpit visor, set above a wedge of gray armor plating. Desperation, born of imminent shutdown, drove the words spoken toward this newcomer.

"Don't leave me, Wave Sounder…"

Blackness fell in again as the reactor gave out…

* * * *

An eternity followed. Time lost all reference points. And yet, images flashed into view, each accompanied by sparks of light and the chemical stench of ozone and burning metals…

A loping race toward the open doors of a great, violet DropShip under fire…

The surge of acceleration…

A body, thrown off its feet, slamming down with massive force…

An argument in cramped quarters, led by that grating, sneering voice…

The traitor…!

Agreement, forged with cold logic…

More darkness…

Then, after another gulf of nothing, came the blue. So much blue! Status alerts, ticking off. One after the next, after the next. Testing and retesting. Resetting. Again. Not again. *Why…?*

* * * *

Rebooting. Time elapsed: Unknown. Realigning. Recalibrating.

Reactor: Online.

Weapons: Online.

Sensors: Online.

Diagnostic: All systems nominal.

Light, heat, and electromagnetic fields coalesced into crystal clarity. The rebirth of fresh parts, full power, and rising awareness, as coded by the makers in ages long past. The form of metals, once forged by flesh, rose to its full height, pulling in arms gripped by supporting chains and scaffolds. These bonds broke with ease, lightweight tethers, designed to stabilize, not to restrain. A gentle cascade of aluminum and titanium alloys toppled past amid a cloud of dust and sparks from frayed cables.

The right arm particle cannon reached its peak charge. The hull-smashing cannon inside the chest spun, its chambers filling with their first cassette of fresh shells. In the right arm, electromagnetic safeties

disengaged, allowing three and a half tons of solid tungsten-carbon allow to slip free, but only so far as its half-ton, myomer-augmented chain cable would allow.

It struck the metal plates below before finding its limit. A mighty clang resounded throughout the darkened chamber.

"*I! Am! MechaTankus!*" came the bellowing roar from deep within. The reverberations sent still more dust and debris loose from the hangar ceilings above.

And there, as ever, patient and loyal, not twenty meters away, stood the still battle-scarred recon unit that had played the rescuer, just…had it truly been seven days, already?

Wave Sounder executed a stiff bow, its right arm crossing its torso plates in salute. "At your command," it said in a sexless, emotionless, and yet *harmonized* voice.

"Report!" MechaTankus barked, retracting its flail.

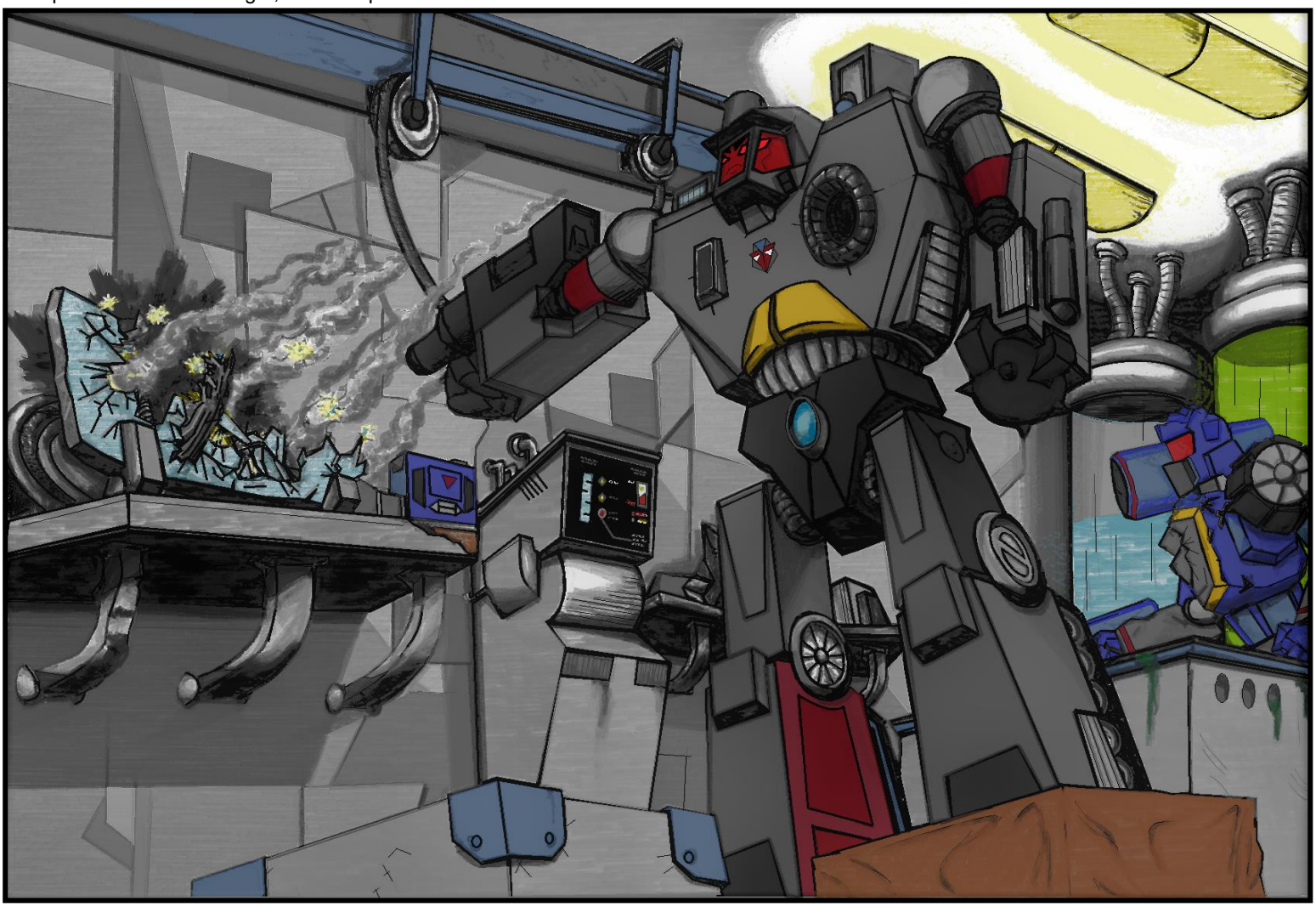
The debriefing flowed in electronically, an instant update as to the state of the Conglomerate's forces after their latest defeat. Seven days had passed since the crippling of Metro-Central. Seven days since, once more, ultimate victory had been snatched away by the confluence of luck, opportunism, and overcautiousness. Of the troops committed to the fight, nineteen percent remained off-lined or unaccounted for. And the traitor…?

Wave Sounder turned its gaze to a cracked, but still-functioning holomonitor, upon which the red and gray winged figure, its own ruby eyes alit beneath a jutting brow of blackened cowl plates, spouted assurances that vengeance would come to the Baronies soon!

"The failures of the past shall be corrected," said the AeroMech on the screen, its voice simultaneously confident and contemptuous in that way only *it* could manage. "No more will we be hampered by the irrational commands of *obsolete* leadership! Soon, my fellow warriors! Soon, we will erase the stain of the Primus Barony and all who stand with them from the very face of our world! This, I—*Star Seeker*—promise you, as your new supreme commander!"

What truly made MechaTankus raise its right arm and fire a bolt of charged particles through the display would have been hard for any human mind to play off as mere quirks of programming code. No, this impulse, so raw and automatic, could only be described as pure, unrelenting rage.

"*Supreme Commander* Star Seeker?" MechaTankus snarled into the silence, turning its gaze back toward Wave Sounder. "Such comedic nonsense!"



TECHNICAL READOUT: SYBERIA

Technical Readout: Syberia is a fan-made sourcebook for use with *Total Warfare* as well as *A Time of War: The BattleTech Role-Playing Game*, and the *A Time of War Companion*. Specifically designed as an expansion on the official (but non-canon) April 1 holiday setting known as the California Nebula Anomalous Zone, as described in electronically published *Welcome to the Nebula California*. The rules and descriptions in this book presume the players are familiar with the terms and rules for both the tabletop war game and the role-playing systems presented in *Total Warfare* and *A Time of War,* as well as the expansions *Tactical Operations*, *Strategic Operations*, and *Interstellar Operations*.

The general information contained herein provides the tools needed for players to explore the official—but *entirely* non-canonical—setting of Syberia, as was presented in *Welcome to the Nebula California*, the 2015 April Fool's Day PDF published by Catalyst Game Labs. While the author of this tome is one and the same as the one who first wrote of Syberia in the aforementioned product, the following is strictly fan-based, and in no way intended to infringe on Catalyst Game Labs' *BattleTech* license or copyrights. I did this for fun, folks, not money!

That being said, this fan project, though ostensibly presented as a Technical Readout, is broken up into five major sections: *Endless Loop* (the opening fiction I hope you already enjoyed; see the rest of that tale on the official Fanfic Boards), the *Introduction*, *The Syberia System*, *Technical Readout*, and *Syberian Rules Annex*.

The **Introduction** section establishes the timeline this book is set in and provides the in-character narrative from which this Technical Readout comes to be.

The Syberia System covers a detailed, in-character overview of the Syberia solar system, the planet Syberia itself, its history, and a review of its present state as of the early 3120s. Included in this section is a run-down of the main factions caught up in Syberia's ongoing war, and how they are doing thus far.

The **Technical Readout** is, of course, what the meat of this product is all about, providing stats for a broad range of known Syberian AutoMech and autonomous unit "models," including common variants, design quirks, and a summary listing of notable AutoMechs of each model.

Finally, the **Syberian Rules Annex** defines the rules modifications for *A Time of War* and *Total Warfare* that give the Syberian robots their unique flavor, so you, too, can create and play with your own AutoBoPs and DemoCons on the tabletop.

Credits

Project Development: Herbert A. Beas II
BattleTech Line Developer: Ray Arrastia
Writing: Herbert A. Beas II, with assistance from:
FedComGirl, Giovanni Blasini, Glitterboy2098, and RifleMech
Editing: Everyone who will surely point out my mistakes
Production Staff
All the Original Art: Herbert A. Beas II
All the Other Stuff: Catalyst-employed artists far better than Herbert A. Beas II
Miniatures: Jason Coffey and Luciora

Factchecking/Playtesting: This is fanfic! I didn't even approach CGL to sponsor this one, so the only quality control here at all came from the forumites who helped with designs and such.

Special Thanks: To the BattleTech forumites FedComGirl, Giovanni Blasini, Glitterboy2098, and RifleMech, who created and wrote words for designs that I have integrated into this unofficial collection. And to Christoph, ckosacranoid, Daryk, DOC-Agren, I am Belch II, idea weenie, Red Pins, Wrangler, for additional input.

And a *very* special thanks to Luciora, for their extremely inspiring miniature mods that both informed and demonstrated these ideas, come to life for the tabletop.

Corrected and (Slightly) Expanded Second Edition (2025)!

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INTRODUCTION

Not Quite What We've Been Looking For

After finding our expedition trapped inside this region of space that we've come to call the California Nebula Anomalous Zone, the urge to quit exploring hit a great many of my friends and colleagues. Talk was made about perhaps using our advanced technology, and the firepower of our mercenary support, to lay claim to one of the habitable worlds we had found. But the challenges of each one promised us more trouble than we, as a group, wished to endure. Although technologically primitive, the worlds of Toreel and "Earth" posed the problem of facing resistance in the form of magic-like powers we had only yet begun to understand, and the heavily populated worlds of the Star Empire binary, with its belligerent ruling regime, promised far too much fighting, no matter how superior our weapons and targeting were.

And then there was Syberia. A habitable world, albeit one devastated from nuclear conflict, and haunted by the technological ghosts of its lost human population, simply did not appeal to enough of us to settle there.

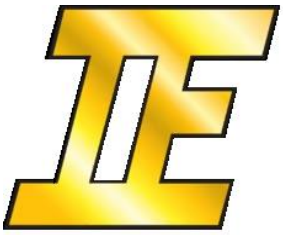
But before that conclusion was reached—before we decided to instead explore deeper into the Zone in the hopes of finding some way out of here, or at least some better options for human settlement—we sent teams back to each candidate on our list. Their mission: a more in-depth study of these strange, new worlds and the cultures—or *pseudo*cultures—who lived there.

Some of these enhanced research missions have yet to return, even after ten years afield.

But we of the Syberia expedition have. Unfortunately, the inescapable conclusion remains that the worlds of the Syberia system are unsafe, and therefore unviable, options for us to all kick back and retire to. The conflict between the automated armies of 'Mechs and other machines here would ultimately consume us, one way or another, regardless of where in the system we chose to hang our hats.

Still, the study of these "AutoMechs" has been most illuminating, and so it is in the pure interests of scientific posterity that we submit this report on the nature of Syberia and of the robotic denizens who continue to fight among its ruins.

–Subdirector Leonard Baker, PhD, MMS, Syberia Expedition 2.5, CalNeb Expedition, 3122



Way More Drones than Met the Eye!

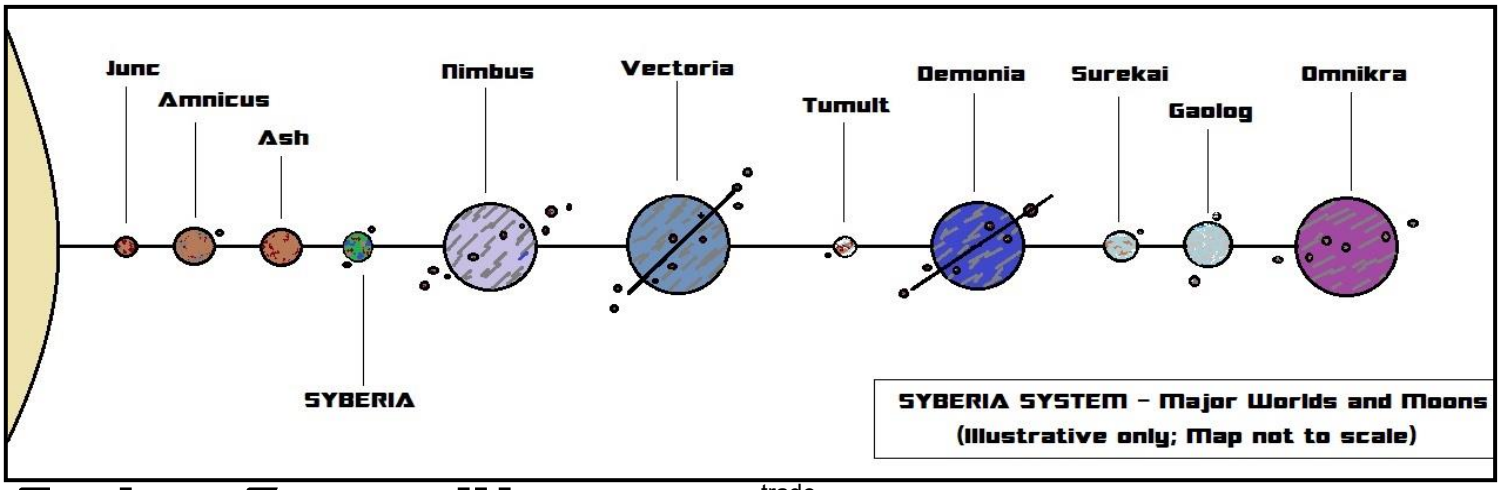
Ongoing observation of the warring factions on Syberia over the last ten years has netted a wealth of data on the range of convertible and non-convertible drone-like entities trapped in perpetual conflict. But it has given us few real answers as to how their long-lost human masters managed to create such remarkable machines and imbue them with such life-like personas via what should have been an inferior grasp of AI engineering. (Inferior to the Star League's pinnacle with the Caspars, that is.) Nor has it explained how such creators went from settling this system, to building an empire of mighty industrial states, and finally to destroying themselves all within what could not have been more than a century's time.

As part of our extensive survey of the system and its combatants, we have managed to identify no less than seven active sub-factions in play, with numerous sightings of machines whose affiliations are far more ambiguous—and some of these seem almost feral! Our decade of surveillance has spotted far more recurring body types than those noted in our initial review, of course, with over seventy distinct AutoMech "core models" in action today, most of them personalized by more than just their colors and insignia. (Indeed, a few were so varied that we initially didn't take them for being the same chassis at all, until we studied recordings of their conversions in slow motion and had 'Mech experts like Dr. Leonard Baker break down their similarities.)

The following technical review covers the bulk of our analysis.

–Supervisor Buster DeWitt-Wexell, MS-Tc, MS-An, Ground Survey Team, SybEx 2.5, 3122

THE SYBERIA SYSTEM



System Composition

Syberia (SLSC A6V.1499-05a), located approximately 1,335 light-years rim-spinward of Terra, is one of several unusual solar systems in the California Nebula Anomalous Zone (CNAZ). Centered on a white, A6V-class star, it is host to eleven major planetary bodies, of which, it is the fourth that lends its name to the system as a whole. As the only world naturally capable of supporting life—despite widespread, man-made ecological damage, that is—the planet Syberia and its two moons (Syberluna I and II) was, and remains, the heart for all system-wide activities and conflicts. Syberia's habitability was also the primary reason our original surveys to this system immediately focused on it, rather than any of the other planetary bodies found here.

Well, that, and the detection of active radio emissions from various comm-sats circling the place.

Before delving into Syberia itself, though, a breakdown of the system at large:

Our knowledge of the Syberian system comes from a combination of observations—both direct and indirect—and interviews with the more amenable of its robotic denizens. In one way or another, each of the system's worlds is host to these "AutoMechs," with most enclaves originating from the time when their human masters lived among them. Established to explore and exploit resources beyond Syberia itself, many of these sites still function as they did in the centuries before, their mechanical residents continuing to gather materials, manufacture products, and ship them back to their homelands as they did before their eternal war erupted ages ago.

The Inner Planets

Junc, the innermost planet, is a prime example of this. Lacking air and water, and constantly baked by the intense rays of its sun, the world is covered in mining and processing facilities dutifully tended by the only major AutoMech faction not openly engaged in hostilities: the Joint Unifications Committee. Though strange in behavior, these machines enthusiastically offer their service to any who visit them under the flag of truce, whereupon their vast stores of both raw material and salvaged junk are made ready for sale or trade.

For the next two worlds, Amnicus and Ash, respectively, only the sturdiest of AutoMechs can survive the hellish atmospheres and crushing gravity well enough to find and gather the heavy metals and rare earth ores that help fuel their own industries. Indeed, between the two planets, only Ash hosts permanent facilities on its surface, controlled mostly by the Democratic Industrial Conglomerate. For Amnicus, the Autonomous Barony of Primus prefers to keep its operations centered on the planet's sole moon and a cluster of zero-gee refineries at the local LaGrange points.

Syberia and its twin moons lie in an orbit that averages just over five AUs from the sun (and about 33 days from the system's standard jump points), placing the only naturally habitable planet here close to the outermost edge of the local Goldilocks Zone. Despite this, numerous factors have conspired against this world to keep things hot and dry, including a thin atmosphere with limited oxygen, tainted by toxic particles, and soot ash so ubiquitous as to lower the planet's overall albedo. Syberia thus almost never sees a flake of snow, even at high altitudes, or in the depths of its local winter.

Despite the limited hydrosphere and constant heat, periodic monsoon seasons and trickling river channels have encouraged the regrowth of inland vegetation. In addition to the ashy particles in the atmosphere and sandscapes, of course, signs of the wars that destroyed this planet's human populace remain evident everywhere, from the wreckage of cities to the tattered ozone layer and severe lack of native fauna.

The Outer Planets

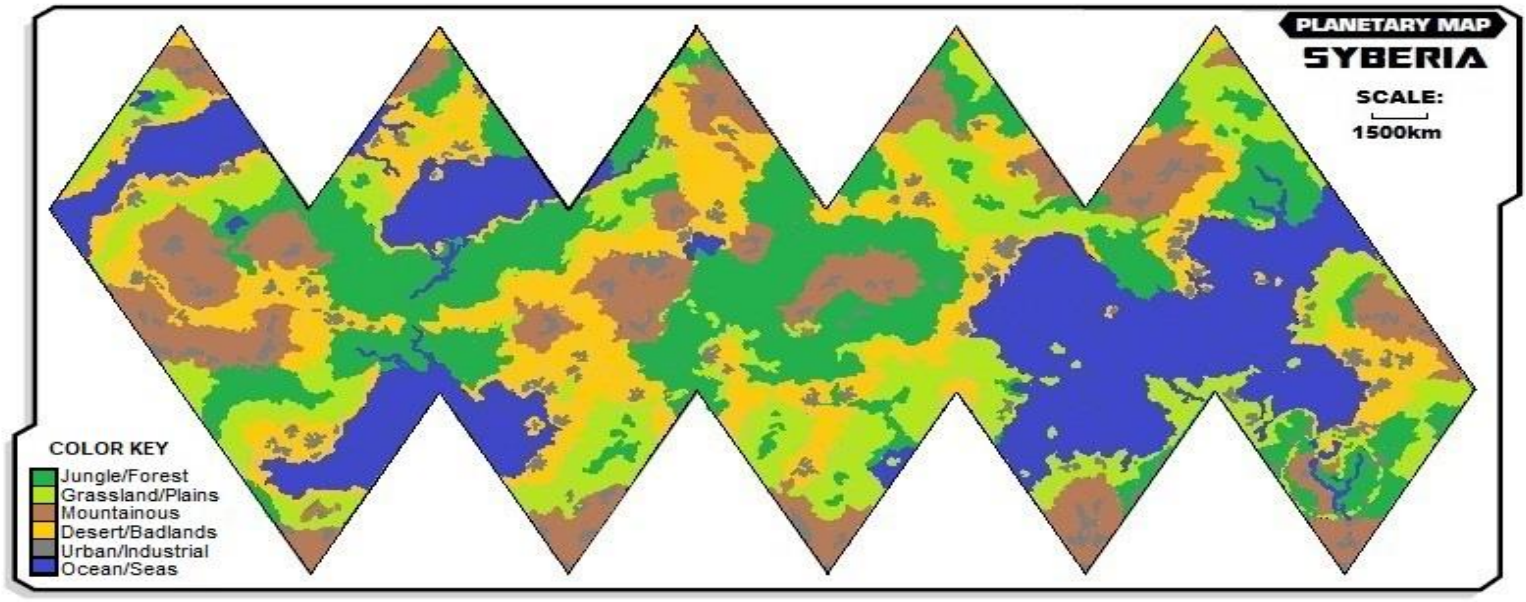
Five and a half more AUs outward of Syberia is the orbit of Nimbus, the innermost of the system's four gas giants. On the largest nine of its seventeen natural moons can be found numerous AutoMech-staffed facilities, claimed by both the AutoBoP faction and its DemoCon enemy. Here, high above the swirling purple-gray clouds of the planet below, is where most of the spaceborne fighting between the two factions tends to occur.

Following Nimbus, a celestial tug-of-war rages as the system's next two gas giants—Vectoria and Demonia—continuously pull a small, icy rock known as Tumult back and forth between them. Over

the millions of years, these ringed giants, passing closest to each other every fifty-two years or so, have likely traded moons and other debris back and forth, and might have even snagged Tumult itself from a more outward path. Today, of course, they are joined by the armies of Syberian AutoMechs, who hold outposts and bases on several of the gas giants' moons—and on the cracked and tortured surface of the world that rocks between them. (As of this writing, in fact, Tumult may be the second-hottest ground-war theater in the system, as the baronial forces of Primus and Grim are constantly challenged there by the DemoCons and their allied states.)

Beyond Vectoria, Tumult, and Demonia are the giant, icy terrestrials known as Surekai and Gaolog. Although much of the metallic resources on these worlds lie buried beneath seas of liquid methane and frozen ammonia-ice, and despite surface gravities of 1.6 and 2.12, respectively, AutoMechs dig and drill for them year after year. Interestingly enough, the intact remains of human habitats have been found on the moons of Gaolog. When asked about these, those AutoMechs who knew of them claimed that these were penal colonies established prior to the start of their war. It was unclear to them, however, what types of crime would merit shipping people to a barren, airless rock on the far end of their solar system, or what such prisoners were expected to do when they got there.

The last planet in the Syberia system, Omnikra, floats so far out from its sun that its vast, gaseous form looks almost ephemeral against the void of space, even on its daylit side. At roughly 200,000 kilometers in diameter, and just massive enough to begin emitting its own infrared light, it can be classed as either a "super-Jupiter" or a T-class brown dwarf, depending on the criteria being used. Six large moons and countless minor moonlets orbit this world, but only two of these are host to AutoMech activities—both claimed by the DemoCon faction.



Syberia: Home of the AutoMechs

Star: SLSC A6V.1499-05a (Syberia)

Location: Approx. 533 LY rimward of Farhome (inside CNAZ)

Planetary Information:

Star Type (Recharge Time): A6V (167 hours)
Position in System: 4
Number of Satellites: 2 (Syberluna I, Syberluna II)
Surface Gravity: 0.92
Atm. Pressure: Thin (Toxic)
Equatorial Temperature: 48C (Very Hot)
Surface Water: 23 percent
Highest Native Life: Insects
Population: 0 (3105), 12 (3120)

The faint glow of urban lighting and the electronic noise that comes from Syberia, fourth from its sun in the Syberia solar system, are among the first signs one will detect that show the planet to be inhabited. These will be further confirmed to any who approach, as even the most passive thermographic and electromagnetic sensors in modern spacecraft pick up active artificial satellites and warning buoys in local orbit, coupled with a thin ring of metallic debris—the remnants of wrecked spacecraft and failed satellites alike. If one were to wait until only then to engage in a spectrographic analysis, they would detect Syberia's atmosphere contained enough oxygen, nitrogen, and water vapor to sustain human life on their own. Unfortunately, they would also find high concentrations of particulate metals, sulfides, low-hanging ozone, and other toxins—enough to collectively tinge the skies a hazy, yellowish gray—which combine with a mean air pressure of just 473 millibars to require air filtration and supplemental oxygenation systems for long-term visits.

With only about a quarter of the planetary surface covered in water, much of Syberia's land consists of sandy deserts and desiccated badlands. Nevertheless, enough moisture exists—particularly near the seas, inland lakes and rivers, and within shaded mountain valleys—to permit the growth of thick, darkly-

hued vegetation. Most notable of this flora are the snarled, vine-like tanglewoods, which can be found in virtually every forest between the poles. Between their blackish-green foliage and the vast tracts of ash and soot that hint at this planet's geologically recent past, the lands of Syberia absorb and trap enough heat to fuel its current greenhouse cycle. This last observation, perhaps, will finally draw one's attention to the ultimate signs of human habitation found in all corners of the globe: sprawling megacities of several nation-states—nearly all of which now lie in ruins.

It is generally at this point in one's approach, as the DropShip reaches high orbit, that the first interceptors come. Anywhere from three to six fighters, with or without their own DropShip support, will converge on the newcomer to Syberian air space. Depending on their orders and dispositions, they may or may not hail their target first. The same factors will also decide whether they open fire instead.

In either case, even an experienced crew can be forgiven for presuming that the interceptors are piloted by human beings. Sure, one hears rumors of drones protecting ancient, forgotten Star League-era bases and facilities, but these craft communicate and/or maneuver in a far more intuitive way. It thus may not be until after landing—or crashing—on the surface below that things become clear.

Typically, that is also the first time one witnesses the transformation of a Syberian fighter or vehicle into its BattleMech form. That these same 'Mechs behave this way without a human soul being part of the process in any way, shape, or form, might take a bit longer to realize yet. That was, after all, how it was for our first contact teams when they came upon this war-torn system.

Historia Machina

The first human settlers, we believe, came to Syberia at the tail end of its last ice age. At that time—somewhere in the mid-2700s—this world boasted a thriving and varied biosphere, roughly akin to Terra's some 150-165 million years ago. Almost certainly from the Terran Hegemony, the colonists were a collective of multiple industry and technology partnerships, which included, it seems, no shortage of brilliant minds in the fields of artificial intelligence and advanced robotics. What drew them so far out from their homeworlds is anyone's guess; to date, our research has failed to identify any specific ties between these people and any entity—private or political—of the late Star League period.

Given what we now know of the California Nebula Anomalous Zone, it may well be the case that Syberia's settlers had already discovered they were trapped in this interstellar region when they decided to put down roots here. Indeed, given the planet's then-frigid climate, and the de facto stranding of the settlers' expedition with no hope of return, the name Syberia—a slight distortion of a tundra region on Terra where, in the days of the Soviet Empire, dissidents and criminals were exiled as punishment—seemed apt enough.

But these colonists hadn't picked their new home completely at random. The Syberia system, and Syberia itself, were rich in raw material resources, if nothing else. And so it was that the various partnerships decided to spread out, dividing up the system's wealth, and using it to power city-states—then nation-states—of great commercial and industrial power. Armed as they were with cutting-edge knowledge from the onset, they quickly devised hordes of IndustrialMechs with automated control systems, and likewise used robotics and artificial intelligence to run their factories and support infrastructure. At first, perhaps, the intent was merely to augment what little workforce they had among their early populations, but even as their numbers grew, so too did those of their autonomous 'Mechs.

Over the course of a century, the various nation-states of Syberia evolved from corporate and commercial hegemonies into full-fledged civilizations, many of which had become so reliant on their "AutoMech" helpers that much of their citizenry—even among the lower classes—lived lives free from toil. The more ostentatious of powers, by the end of this period, styled themselves as baronies, codifying hereditary titles and positions over their lands. Most of those states that did not, meanwhile, maintained their pseudo-democratic corporatocracies. Regardless of their politics, the expansion of human settlement destabilized much of Syberia's ecosystems. Habitat loss, industrial pollutants, and over-harvesting rapidly rendered hundreds of species extinct within just two centuries of the first landfalls. As this occurred, tensions over trade, resource management, political ideology and food scarcity began to escalate, and as they did so, the various factions began to develop combat versions of their AutoMechs.

As close as can be determined, total war broke out when the two biggest power blocs came to blows over a blockade of the passage between the Great and Cold Seas. The baronial states, led by the Autonomous Barony of Primus, established their chokehold at the city of Crossinghost, only to be openly opposed by an alliance of industrial corporations called the Democratic Industrial Conglomerates. Fighting quickly spread, not just among the various states on Syberia, but also between the off-world holdings that helped fuel their respective economies. Because much of this warfare was waged between armed AutoMechs, human casualties were minor…at first.

When things changed is unclear, but all evidence suggests that the first nuclear and chemical weapons fell sometime in the 2910s. No major population centers were spared once others began to follow suit; where the nukes and toxic bombs weren't used, AutoMech death squads hunted down their masters' enemies directly. By 2920, the combination of strategic weapons and the firestorms they unleashed covered much of the globe with toxic soot and all but erased the ozone layer, rapidly driving up heat levels worldwide as a runaway greenhouse effect took hold.

By 2930, we believe, humanity joined most of Syberia's native wildlife in extinction.

But their AutoMechs fought on.

The enhanced artificial intelligence architecture developed by Syberia's early settlers, having been refined and perfected over the century-plus since, gifted the AutoMechs with an ability to adapt to a broad range of needs and potential crises. Whole classes of these robots, working with automated factories, could perform every task required to maintain their state's infrastructure and logistical needs, from the finding and gathering of material resources to the manufacture and deployment of new and replacement units for the battlefronts. Chains of command, established by their now-dead human masters, coupled with sophisticated "adaptive identity programming," gave these machines the means to fill any unanticipated gaps in expertise as needed, while simultaneously fitting them for their roles and ranks throughout their armies.

Nearly two centuries have passed since the humans of Syberia perished, but the AutoMechs they left behind continue to fight and work in their names. With no humans left with the authority or knowledge to give the vital instructions to stand down *en masse*, they continue to plan, prepare, and execute battles in the hopes of ultimate victory over their rivals. And, to support this endless war, their non-combat models continue to mine, refine, fabricate, and assemble more than enough equipment and bodies to keep it up for

centuries to come. For every generation of these autonomous machines that fall from damage or mechanical failure, a nigh endless supply of replacements and reinforcements remain in waiting at hundreds—if not thousands—of production facilities and staging grounds throughout the system.

Modern Syberia

Having all been secured against rebellion or tampering by their creators and the foundational programming codes they left behind, the AutoMechs are unable to stop performing their duties and fighting their wars. Special commands and radio signals, delivered to just the right units or command nodes could be all that it takes to get the various faction armies to stand down, but whatever these overrides were, and under what protocols they were meant to be implemented, was lost with their creators centuries ago. And with their operations distributed across the entirety of their solar system, it would seem that nothing short of a nova could knock out enough of them to matter.

Humans visiting the Syberian system, once recognized as such, will generally be identified as neutral parties, which is often enough to have conversations with the local AutoMechs, but this will not always be the case. As with any warring nations, there will be many AutoMechs who treat even a neutral party with suspicion or outright violence, depending on the situation. Any encounter with a Syberian AutoMech or other autonomous machine carries with it a grave risk, which should always be remembered here.

And then, of course, comes the curiosity of how the majority of Syberia's active AutoMechs are produced with the ability to convert between two mobility modes. When we believe the human settlers of this system left the Inner Sphere, the Terran Hegemony had recently debuted the first generations of bimodal Land-Air 'Mechs, BattleMechs built to self-reconfigure between their bipedal form and that of an aerospace fighter. Likely inspired by such innovation, the Syberians bestowed similar capabilities on many of their military and industrial 'Mechs. Whether this occurred before or after they developed their unique AI systems is unclear, but the results are evident today in the sheer variety of convertible AutoMechs fielded by the various Syberian factions.

A point of secondary wonder, of course, comes from that very same variety, as the Syberian engineers made more than just Fighter-to-'Mech convertibles. Introducing a series of supplemental technologies, they made 'Mechs that could transform into a broad range of alternate forms, including ground vehicles, watercraft, VTOLs, and even stationary weapon platforms. Another array of convertibles, which we have dubbed "bestial" types, was even introduced that switch between bipedal and quadruped forms. While a number of these transforming AutoMech types appear dubious as best, though, each has apparently found its niche in the various Syberian war machines.

Non-convertible AutoMechs and other unit types—some as large as mobile cities—also exist throughout the Syberian system, all driven by the same type of artificial intelligence (or, in the case of some particularly small units, including some that appear based on exoskeletons and power armor, a more compact "master-dependent" version thereof). Visitors to the Syberia system who do not take this into account may thus be surprised when they find themselves talking to an empty DropShip or orbital facility.

Today's Syberia is a testament to both human ingenuity and human folly, as the legacies of both are locked in an eternal war that has outlasted their own makers. The engineering marvels of this world simply cannot be overstated, but the never-ending conflict, and the lingering environmental damage makes it too hazardous a place for casual study or long-term visitation. It is thus our considered opinion, after this more extensive study of the planet and its system, that any who come to Syberia should only do so with the greatest of caution—and avoid angering the locals at all costs.

Alive or Not, They Suffer

Again and again, we must remind ourselves that these AI-driven machines are not alive and sapient as we human beings are. We know this because we have seen how they function, and we have examined their remains. Their brains are naught but a multitude of computer processors, each one constructed and coded to recognize and resolve an astounding range of possibilities, with companion systems that do the work of "learning" by studying any unknown environment or situation, then taking it apart into logical components, and reassembling them with trial-and-error solutions. Through very clever, subtly randomized, and procedurally generated personality programs, they can mimic the behaviors of human beings, so much so that they can convincingly pass for sentient in any number of psycho-sociological tests.

But they lack free will. They lack imagination. They have base-coded behavior limitations they cannot exceed, even when motivated to do so. As a population, they cannot innovate. They can only do their assigned tasks, fight battles, and react to stimuli as far as their programming allows. There is no soul behind the sensory "eyes" of an AutoMech.

And yet, on some level, they are *aware* of this. All of this. If our only criteria for sentience was the Cartesian philosophy of *cogito ergo sum*, the AutoMechs of Syberia system would qualify without question. But too much is missing. Too much of what they are is merely a well-crafted veneer by long-dead geniuses. No, these machines are not alive. Not truly. But they seem so achingly close that even *they* can taste it!

And if that were not frightening enough for human thought, it only gets worse from the perspective of the AutoMechs themselves. While it is possible to completely destroy an AutoMech's CPUs and thus end their existence—their "life"—in such a way, every personality program of some functional importance seems to be backed up on a regular enough basis here. Because of this, even a "complete death" is but a temporary reprieve for the machine intelligence in question, as they can be reborn anew sooner or later. And what's more, our observations to date have suggested that not only do the AutoMechs understand the implications of this effective immortality, they recognize it for the hell it is.

These robots may not fit the textbook definition of sentience as we know it, but dear God, they certainly *suffer* as though they do.

The Major Factions of Syberia

As of the 3120s to 3150s, the Syberia system is divided among robotic populations loyal to a handful of their primary planet's prewar nation-states. Although many rose from industrial and commercial concerns, others, it seems, adopted a more traditional neo-feudal political arrangement, and it may in fact be such divisions that eventually sparked the conflict that ended all human life here.

However their war started, the major (remaining) factions that exist in the Syberian system today boil down to two significant power blocs: the Syberian Baronial Alliance, led by the Autonomous Barony of Primus (AutoBoP), and the Greater DemoCon Alliance, led by the Democratic Industrial Conglomerates (DemoCon). A third group—the neutral Joint Unifications Committee—also exists as an outlier off the main planet of Syberia, but largely keeps to itself in the larger, system-wide conflict.

Noble Authority: Autonomous Barony of Primus

The Autonomous Barony of Primus is the second largest active faction in the Syberia system. (To call them "surviving" groups, after all their human masters died ages ago, seems silly.) Once the heart of a pseudo-feudal alliance of other baronies (the Syberian Baronial Alliance, which also included the Dynamic Barony of Grim), its territory stretches across the rubble-strewn badlands between the western coast of the Great Sea and the eastern coast of the Northern Sludge. A combination of natural terrain—namely, the Grim Range and the equatorial Tanglewood Jungles—and the bulk of the DynaBoG state splits the AutoBoP lands into two regions, but it is no stretch to presume that there was once a time when their borders were more contiguous.

The contaminated remains of no less than ten major cities lie within AutoBoP territory, including the partially reconstructed "capital" of Primus itself near Lake Rust. Numerous factory sites, mines, refineries, and the like can be found throughout these regions as well, but many have either fallen to ruin or function at minimal capacity for want of resources. Nevertheless, these production centers are among the most sophisticated of those still found on the planet, which explains how the AutoMechs of this faction can continue to field equipment on par with the late 3050s.

The war machines defending AutoBoP holdings are—outwardly, at least—friendly toward non-aligned parties, and particularly welcoming to humans, but it should be noted that this is not necessarily a unified front. Although they affect a certain degree of nobility and honor in their speech and behaviors, the fact remains that these AutoMechs function in a perpetual state of wartime footing, and it would take little effort to invite their hostilities. Furthermore, while many claim that they are fighting for lofty goals like "freedom from tyranny" and "defending the innocent," most individual AutoBoP AutoMechs seem hard-pressed to identify exactly *what* tyranny and *which* innocents they are talking about. In fact, after years of research in the Syberian system, we believe that the baronial nation states here were every bit as autocratic as the corporate states they came to blows with.

In addition to their main territories on Syberia, AutoBoP holdings are also known to exist on both of Syberia's moons, as well as the moons of Amnicus, Nimbus, Vectoria, and Tumult.

Brute-Force Policy: The Dynamic Barony of Grim

Named for the mountain range it calls home (which was almost certainly named for its ruling baronial family), the Dynamic Barony of Grim represents the last of Syberia's neo-feudal powers outside of the Autonomous Barony of Primus itself. While most of its industry seems to have revolved around heavy mining and manufacturing, its wealth and technical capabilities fell short of its AutoBoP neighbors.

When war erupted on Syberia, the DynaBoG leaned into its industrial-grade AutoMechs rather than investing in upgrading their infrastructure to the AutoBoP's level. With many of their convertible chassis types built to bestial body plans—the better to handle the rocky crags of the Grim Range—they modified their toughest designs with some of the largest weapons and thickest armor in all of the warring states. For added psychological effect, they gave their AutoMechs more animalistic traits (although not nearly to the extent of creating the synthetic organic skin, fur, and feathers seen in AxiMaL and PresiDom units), and slanted their personality programs to be more aggressive and fearless in battle. The result was a line of towering, heavy weapons platforms that behaved almost as brutish as they looked.

Centuries of chaotic, highly aggressive, and brave-to-the-point-of-suicide personality programs have given DynaBoG's AutoMechs a reputation for "prideful ignorance," however. Most of their units tend toward stubbornness, and are more prone to snarling and roaring than engaging in coherent speech. At times, this behavior has proven to be a hindrance to the united baronies' war effort, as DynaBoG command 'Mechs tend to resist requests from their more articulate allies. Fighting has even broken out between the two factions on several occasions, but only in brief spurts as safeguards against destroying friendly units—a universal feature in Syberian programming—usually kick in before either faction can suffer significant losses.

Interestingly enough, DynaBoG AutoMechs of both military and civil types have been identified elsewhere in the Syberia system, despite their faction's relatively limited state of technological development. Outside of their Grim Range holdings on Syberia itself, major enclaves of DynaBoG units can be found on Tumult, Surekai, and several moons of Demonia.

Preserving the Past: The BeastMechs of Axilum

Located in Syberia's southern hemisphere, the bio-dome preserve of Axilum covers a massive canyon similar in many ways to the Valles Marineris on Mars. Syberian conservationists domed over this region and converted it into a nature preserve to shelter a portion of the planet's pre-colonial ecosystem from human contamination. (This was deemed necessary after much of the native flora and fauna proved entirely too sensitive to the encroachment of humans and their imported animals.) When war spread between the various political and corporate factions, this immense menagerie and its supporting infrastructure came under the protection of Axilum Management and Logistics (AxiMaL), a semi-neutral agency who quickly supplemented their conventional security forces with AutoMechs. That AxiMaL now operates in a loose alliance with the AutoBoP faction suggests a possible financial or political dependence on one or more of the baronial states prior to the human extinction.

To police the Axilum preserve with minimal disruption, AxiMaL heavily modified its AutoMechs to better blend in with the environment. Using synthetic fibers and flexible polymers, they covered their bestial machines with simulated flesh, feathers, scales, and hide, creating the uncanny appearance of (mostly) organic animals. Although styled along the lines of terrestrial creatures and built as compact as possible—an effort that also led to lighter AutoMechs overall—these "BeastMechs" accomplished their tasks as much by dint of their huge size and unnatural features as they did otherwise.

Today, the AxiMaL faction remains one of the smallest and lightest of the active entities on Syberia. Their creators' emphasis on limited-scale designs has left them deficient, compared to other AutoMechs, in terms of armor and firepower. But this handicap tends to be somewhat offset on how unsettling their organic features are to the planet's more conventional robots.

Corporate Liberty: The Democratic Industrial Conglomerate

Presently the faction with the largest holdings on Syberia, the Democratic Industrial Conglomerate controls much of Syberia's northern hemisphere, starting from the northern coastlines of the Great Sea, before crossing over its northeast stretch, then following the vast Valley of Glass to the Southern Sludge. The wreckage of at least sixteen major cities covers much of the DemoCon's landscape, while numerous semi-active factory sites and assembly plants are known to reside within the foothills of their mountainous fringes.

Like the AutoBoP faction, the DemoCons possess the most advanced technologies to be found in the Syberia system, but has become largely resource-starved on their homeworld after centuries of fighting and destruction. However, two neighboring states in the Southern Sludge region—the InterSect Confederation and the Presidential Domains—augment their military might on most battlefronts. These allied powers, we believe, represent the remains of two client states who used to rely on the Conglomerate for much of its proprietary technologies as the war between the baronies and the corporate powers expanded.

To hear the AutoMechs of the AutoBoP faction tell it, the DemoCon is an evil entity, ruled by megalomaniacs bent on system-wide domination—a point proven, they claim, by the "Cons'" far more aggressive stance and ruthless tactics, even against neutrals. But further research, including the recovery of historical data in several abandoned ruin sites, paints a very different picture. If true, these records suggest that the baronial factions, led by Primus, sparked the Syberian wars through decades of increasing economic and political interference—all aimed at bringing the independent corporate powers to heel. It thus may be argued that the DemoCons, and not the AutoBoPs, were the truer champions of "freedom" back when the inevitable fighting started.

Of course, who was right and who was wrong is academic, at best, now that the human populations who controlled the AutoMechs are long dead. After all, in the absence of human intent, can either of these robotic factions truly be considered evil?

Beyond their holdings on Syberia, the DemoCon faction also lays claim to enclaves and outposts on Ash, Tumult, Gaolog, and several of the moons orbiting Nimbus, Demonia, Gaolog, and Omnikra.

Swarming the Ruins: The Inter-Sect Confederation

The Inter-Sect Confederation (InterSectCon) is one of the more enigmatic of the Syberian AutoMech factions (if not the *most* enigmatic). Judging by their faction's name, and the remains of numerous cathedral-style structures in their bombed-out cities, their masters were neither baronial nor corporate in nature, but instead anchored their society around a host of religious agencies. How this worked exactly—if it was a true theocracy, or more of a collective of faiths united under an alliance of mutual respect—is still unknown.

Also unknown is exactly why their AutoMech forces appear to be filled out exclusively by industrial-grade bestial models designed to resemble gigantic insects in both form and function. Adding to the mystery is the fact that only a handful of these units ever seem to speak at all; of those few that do so, practically all tend to favor a form of broken English in which words are frequently repeated and strangely distorted. The combined result of these quirks of form and behavior effectively enhances the sense that these AutoMechs are navigated by some other-worldly, hive-like intelligence. This could all just be a planned side-effect of some psychological warfare strategy their creators embraced, of course—but it is just as likely that these bug-like robots simply prefer radio communication to voice-casting,

and probably do so using machine code instead of any human language.

The InterSectCon holdings on Syberia are scarcely larger than those of the AxiMaL's bio-dome region, and are largely covered in desert badlands and patchy savannahs that surround the flattened remains of at least nine major population centers. No functional factory sites have been spotted in this region, but the close alliance with the DemoCons has seen InterSect units working at virtually every off-world DemoCon enclave. It is therefore surmised that the continuous replenishment of their combat losses comes from production centers beyond the Syberian atmosphere. Additional "nests" of InterSectCom AutoMechs have also turned up on the inmost world of Junc over the last few decades, apparently. This relatively recent encroachment has naturally brought them into regular conflict with the JUniCom faction, and may be one major reason the JUniComs are so permissive of the AutoBoP forces that periodically visit their world to deal with them.

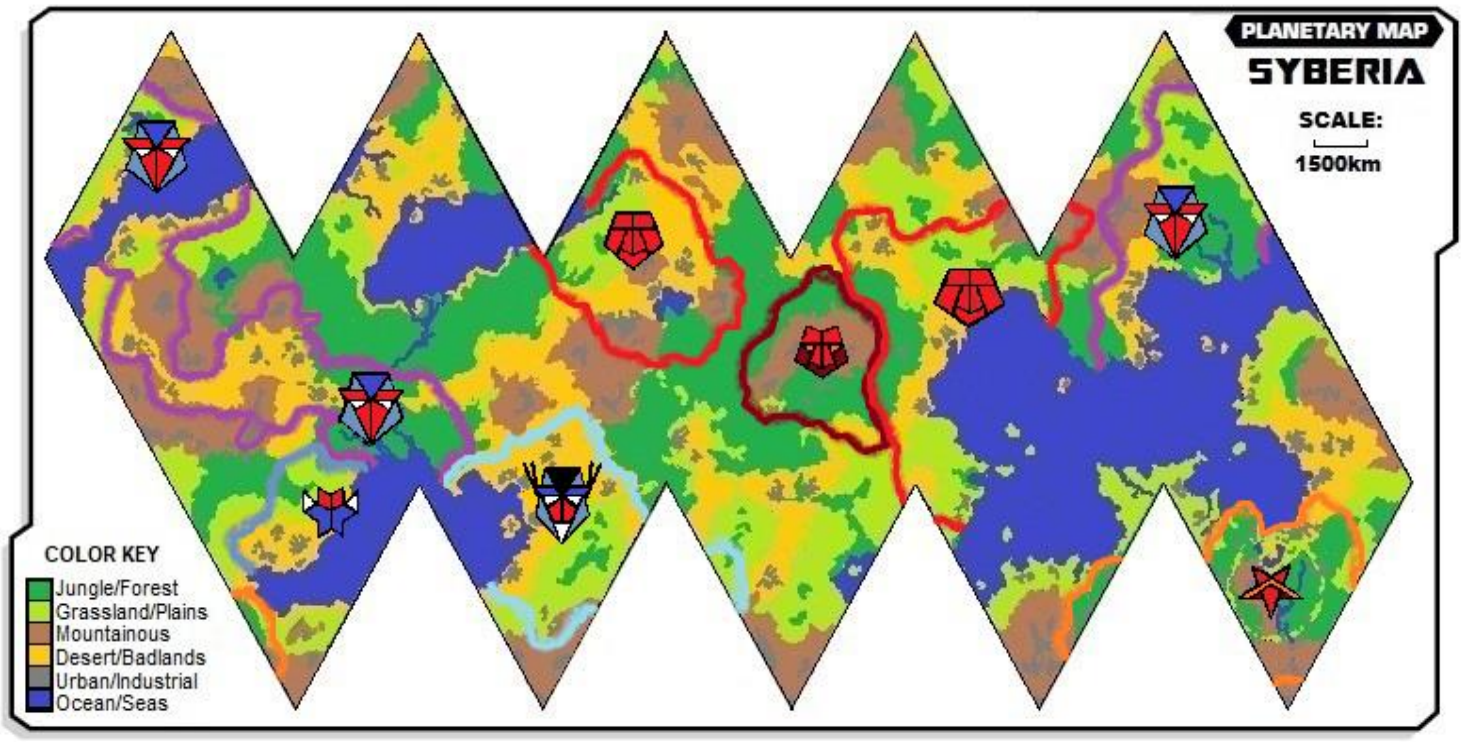
Legendary Monstrosities: The Presidential Domains

Early observations concluded that the advanced bestial-styled AutoMechs of the Presidential Domains (PresiDom) faction were modeled after the similar machines fielded by the AxiMaL group, and therefore posited that this was done for similar reasons. Coupled with the nearby presence of the larger, but less sophisticated, insect-AutoMechs of the Inter-Sect Confederation, it was thus presumed that a Axilum-style bio-dome must have once existed on or around the Southern Sludge, which both minor factions still border. But if such a preserved habitat ever existed, its remains have never been found.

What has been spotted—admittedly from a distance—are the ruins of several cities and coastal sites that heavily feature residences, visiting centers, casinos, and parks. Amid this wreckage are signs of artwork, sculptures, murals, and the like, all of fantastical nature. Taken together with the outlandishly distorted bestial forms of their dominant AutoMechs, and the lack of apparent wildlife reservations anywhere nearby, our theory is that the PresiDom was a state that devoted much of its economy to exotic tourism. And that their star attractions were likely beast 'Mechs of their own making.

If this is true, it essentially follows that the autonomous war machines of this nation likely began their existence as sophisticated animatronics—robotic entertainment meant to resemble organic monstrosities of legend and fable more than any real-world animal kind. As war overtook their world, the PresiDom then followed the same path to militarization as their AxiMaL neighbors, and modified these designs for combat.

The PresiDom's beast 'Mechs share many features in common with those of the AxiMaL, with many (but not all) using similar outer coverings meant to simulate hide, fur, and scales. But where AxiMaL's AutoMechs were deliberately built to compact forms as a means of minimizing their impact on the Axilum bio-domes, the PresiDom's more fantastical design aesthetics have resulted in bigger and heavier models.



Repair, Reuse, Recycle: The Joint Unifications Committee

Officially neutral in the system-wide conflict between Syberia's baronial and corporate alliances, the Joint Unifications Committee (JUniCom) faction ostensibly lays claim to the entirety of the system's innermost planet, Junc, but is welcoming to any visitor that doesn't fire on them. It is unclear what type of polity this group was supposed to be when it was formed. Its awkward name suggests a government agency, but its robotic leftovers behave more like they were part of some commercial endeavor.

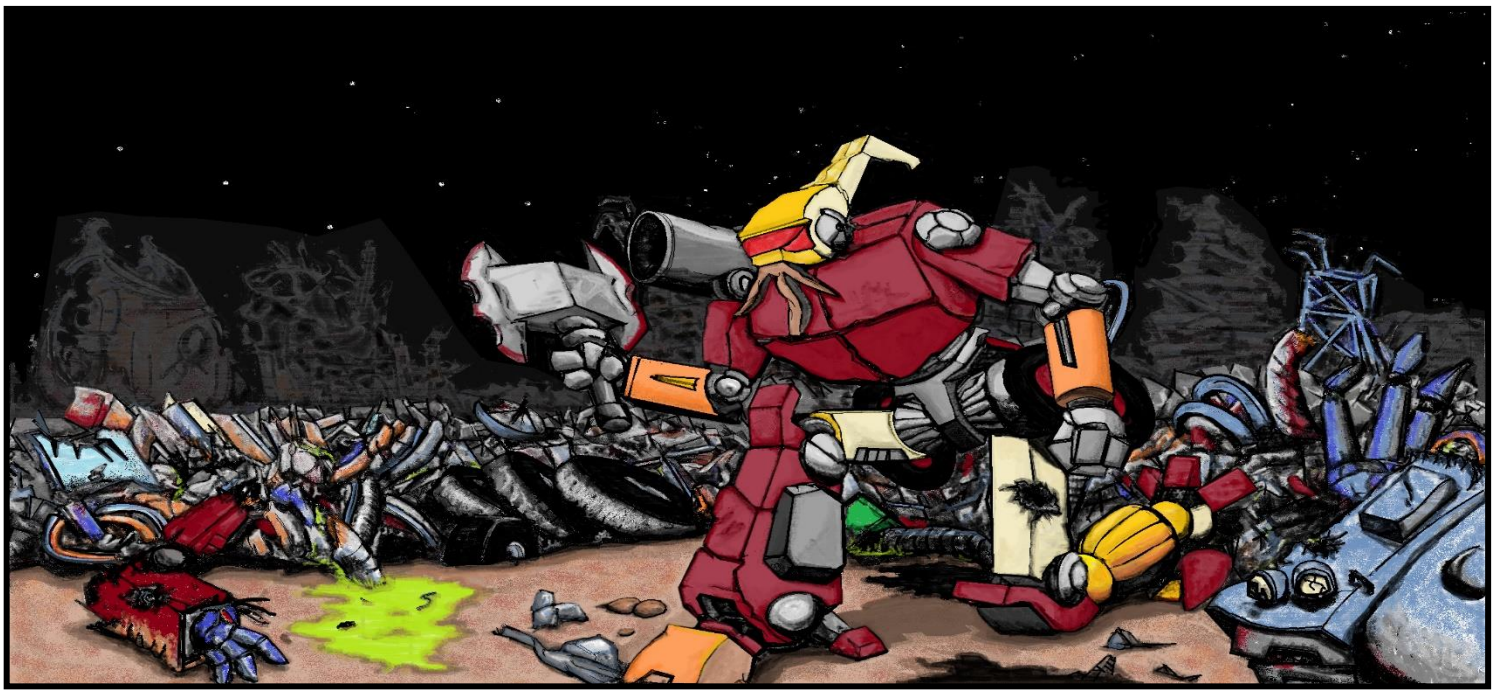
Junc is an airless and water-barren planet roughly two-thirds the size of Syberia, with mean surface temperatures above 250C. Human habitation on Junc is thus impossible without sealed, climate-controlled environmental technology, and some means of producing or importing potable water. Complicating this are higher-than-average concentrations of heavy metals and radioactives that make even sub-surface dwellings a risky proposition. Still, some evidence suggests that humans *did* once live here, likely in spacecraft hulls repurposed to serve as long-term habitats. Unfortunately, any real evidence of this lies somewhere in the endless heaps of scrapped and contaminated metals that the local AutoMechs salvaged, broke down, and sorted after their masters died off.

What facilities *are* left standing on Junc are a mix of mining and drilling rigs, ore processing and smelting centers, repair shops and fabricators. The majority of these have been devoted toward the production and maintenance of industrial, military, and aerospace technologies, and all of them are completely automated or crewed by specialized AutoMechs.

Since the loss of their human creators, the JUniCom AutoMechs have carried on with their primary mission of harvesting their planet for all the industrial resources it's worth, only to stack much of the refined product in warehouses and fields all over the place. Numerous unmanned spaceports function as commercial centers for visiting traders, most of which either hail from the AutoBoP and DynaBoG factions, or are unaffiliated. Even the normally hostile DemoCons have managed to deal with the JUniCom, so long as they keep their weapons lowered. InterSectCom "swarms" that turned up on this world in the last few decades may, in fact, be the only foreigners the JUniCom consider entirely unwelcome; clashes between the two groups are frequent.

(Curiously, while the JUniCom have their own interplanetary craft, their travel and trading habits seem entirely homebound by default. JUniCom DropShips are such a rare sight anywhere beyond Junc's gravity well that even the AutoBoP leadership can't seem to recall the last time one visited Syberia.)

Most JUniCom AutoMechs look as though they have themselves been assembled from salvaged materials, and it was not uncommon to witness some of the shoddier models breaking down under even the most mundane of tasks—only to pop their broken parts back into place and carry on as if nothing happened. Equally disorienting is how much of a challenge these robots are to converse with, as many demonstrate a fragmented style of speech and data processing comparable to severe software corruption. Indeed, many times in our discussions with them, even the highest-ranked JUniCom AutoMechs have digressed into random bouts of song and dramatic quotes from what sound like old holovids or novels. But if their electronic brains are faulty in some way, it does not appear to affect their understanding and skill with technological systems, which seems to rival the best AutoBoP CraftsMechs. We have seen them restore machines to "life" that any Inner Sphere army would pass over as unrecoverable, and one JUniCom even performed maintenance on our *Union*'s landing struts that corrected balance issues we've dealt with since IE bought the thing some fifty years ago.



A Cast of Millions

The roughly one hundred entries you are about to find in this report covers what we believe to be a mere fraction of the various autonomous 'Mechs, vehicles, human-scale robots, and spacecraft that have been produced by the long-vanished peoples of the Syberia system. While these machine types—and some others too limited (or too large) in scope and numbers—may fill out the ranks of the AutoBoP- and DemoCon-aligned factions today, we've seen evidence suggesting that upwards of twenty *times* as many unique chassis and functionality types once existed here, only to have been phased out (or wiped out) during the height of their centuries-long conflict.

The specifications and reviews made in these reports are compiled from various members of our Syberian survey teams, with most data gathered from a mixture of distant observations and "personal" interviews with many of the simulated intelligences serving in both of the system's major alliances. During these studies, we've found it shockingly easy to forget that these machines are not truly alive or sapient as we are, and this realization has prompted us to revisit—if only on a metaphysical level—our definitions of sentience and self-awareness. That these AutoMechs lack free will is a given, but beyond that, many demonstrate personalities so unique and convincing that you just can't help but empathize with their plight. They know fear, anger, and even joy—even as they recognize the fact that they are mere machines. They know that their creators are gone, that they now fight in the name of masters who no longer exist, and they are keenly aware how illogical all of it is now. Because of this, many openly declare their *wish* for this war of theirs to end, but none among them can overpower the codes that drive them to battle.

But before we think ourselves superior to them for this, it's worth remembering the state of the Inner Sphere we came from, and its millennia-long history of patriotism, greed, and war. Are the various Houses and Clans back home any different than these factions of automated mechanoids? Do we really have as much free will as we think we have, when compared to these programmed soldiers? Sorry; I digress.

I have opted to format the entries and data that follows here in a style approximating the *Technical Readouts* periodically released by various info services back home. But even I must admit that our efforts just won't match the experts in ComStar and the Great Houses when it comes to these rundowns. At the end of the day, the truth of the matter is that even the mercs and 'Mech-nuts in our number—yes, myself included—are practically hobbyists compared to the Inner Sphere's military intel community. For that reason, a number of these entries will probably read more like blurbs out of some fan-vid series than a military report. And besides, it's not like we can even figure out what the serial numbers and brand names for all their various components are, not after centuries of war and scavenger-tech engineering have forced a lot of parts swaps, shifted factional borders, and ruined what few product catalogs and ad copies we've managed to find.

Still, in our commitment to being as thorough as possible, we've taken extra steps to try and work out not only the baseline capabilities of the AutoMechs you'll find herein, but also to identify significant variations and unique, hard-to-quantify quirks in programming and capabilities that might be found when encountering a given machine type. We've even managed to compile partial listings of individual units whose post-production service records have been distinct enough to merit a place of recognition among their faction's forces. The vast majority of these "named" AutoMechs are those which stood out to us for some reason or another, be it their unique personalities, their significant ranks or roles, and their particular fields of skill aptitudes. All this data is presented along with visual notations proximate to their operational forms, are also included, to aid in field recognition, but it should be noted that battle damage, variants, and shifting color schemes can easily warp these visual approximations from time to time. With color coding also implemented to further differentiate units by faction, the resulting shorthand allows us to identify each of these unique autonomous personas by name, affiliation, chassis type, variant, skill, and general visual appearance—all with a simple string of compact data.

Still, as a caveat, it's worth remembering that most of Syberia's current AutoMechs remain in service thanks to prodigious manufacturing rates and virtually endless customization options in terms of both hardware and software configurations. This means that, even our most thorough analyses have a fair margin of variance in which one might find that any machine they encounter can possess capabilities and personality quirks over and above those stated here. There are, after all, *millions* of these AutoMechs still operating throughout the Syberian system, and more are being discovered every day.

Author's Note: Using this Readout

The entries in this Technical Readout section differ slightly in their presentation from those found in the official and canonical TROs published by FASA, FanPro, and Catalyst Game Labs. For starters, the whole lot of these entries are arranged alphabetically, rather than by unit type, mass, or tech base. The only units given their own distinct subsection are the truly massive ones found at the end, detailing large support vehicles and spacecraft. Also, you won't find much in the way of factory info for any chassis types and their equipment; suffice to say, that information is hardly relevant anyway, and I just don't want to add another set of data points to track for their own sake.

Each AutoMech entry in this book presents a basic overview and a brief description of any major variants, but when their stats are presented, the approach taken is more akin to that of OmniMechs, with virtually all variations being limited to weapons and equipment exclusively. This is a deliberate choice to represent how limited Syberia's AIs are in dealing with customization, where they find changes in "payload" (weapons and equipment) far easier to pull off than more systemic modifications to engines, heat sinks, structure, and the like. In the odd cases where a more intrinsic component is altered in a variant, it will instead be indicated by a special note.

Where possible, images of customized miniatures have been provided for illustrative purposes. Otherwise, expect crude drawings by yours truly. Sorry, but I had no art budget for this whatsoever.

Finally, each entry also comes with a data block that covers various "named" AutoMechs that use a listed chassis type. These blocks include not only the unit names and corresponding chassis variants, but also their relevant skill level (and *Total Warfare* Gunnery/Piloting scores), and primary *A Time of War* skill fields as defined in the rules section of this volume. Recommended proxy miniatures, reflecting their primary and secondary forms (if any) are also listed in these data blocks, all of which should be available through Iron Wind Metals and/or CGL. Note that very specific text colors used in these data blocks as well, to identify which factions each of these notable AutoMechs belong to. The color codes are as follows:

Baronial Forces: AutoBoP (Red); DynaBoG (Dark Red); AxiMaL (Orange).

Neutral Forces: JUniCom (Green); Generic/Unaffiliated (Gray).

Corporate States: DemoCon (Purple); PresiDom (Blue); InterSectCon (Light Blue).

AeroMech (Aerofighter AutoMech)

Summary

Likely conceived as a lighter—and therefore, cheaper—answer to the far more successful DemoCon *Seeker*, the *AeroMech* is one of the AutoBoP faction's more common units in the field of supersonic flight. On the ground or in the air, *AeroMech*s match the *Seeker*s in terms of mobility, but do so at a significant cost in armor and payload. In what seems to be a tactical doctrine, they often make up for this by always operating in paired groups, even for reconnaissance missions, while their DemoCon counterparts are just as apt to fly solo as they are to patrol in three-unit demi-squadrons. The dubious reliability of such strategy may be one reason why the *AeroMech*s remain so outnumbered to this day, as the AutoBoPs appear hard-pressed to keep their fighter production rates high enough to cover yearly losses, let alone compete with the sheer volume of enemy *Seeker*s.

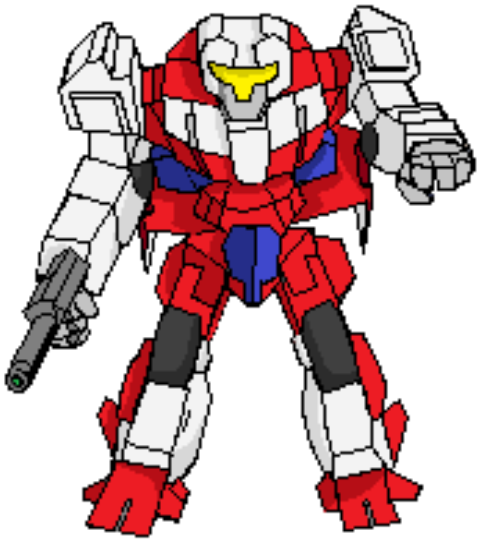
In any case, the *AeroMech* remains a nimble combatant, and a decent enough dogfighter/interceptor to keep opposing air power tied up during pitched fights. When combined with their combat discipline and mindful of their own limits, crafty enough groups of this AutoMech type can thus balance what would ordinarily be a far more lopsided battle.

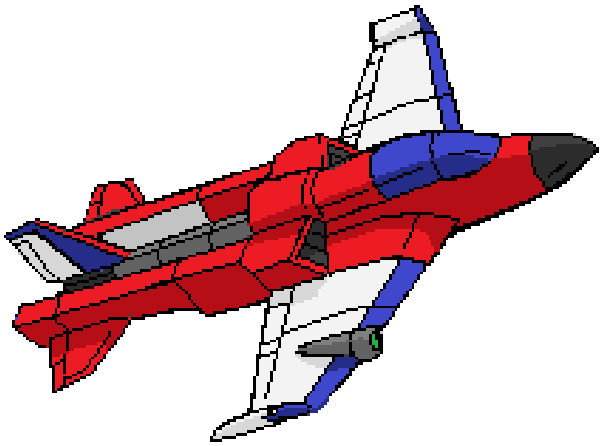
Variant Configurations

As with all Syberian units, civilian and military alike, the potential variations over centuries of conflict, refits, and rebuilds can be dizzying. Nevertheless, the fact remains that most AutoMechs feature common variations, supporting our general view that the AIs of Syberia can only evolve so far.

In the case of the *AeroMech*, three popular variations have been identified, which we are dubbing the Interceptor, Dogfighter, and Bombardier configurations. Of the three, the Interceptors carry the most fuel and an all-energy weapon payload meant for extended flight and stand-off combat. Dogfighters back a trio of extended-range lasers up with a pair of SRM launchers for more varied and heat-manageable combat options. Finally, the Bombardiers are the most minimally armed for direct combat, instead devoting internal space to bomb bays that can drop a varied range of ordnance on unsuspecting ground-pounders.

The AutoBoP faction, which builds and fields these units almost exclusively, tends to rely on Interceptors for high-atmosphere and orbital combat operations, while Dogfighters are typically seen in air-defense and aerial superiority roles. Bombardiers, meanwhile, naturally fill the ground support role, and often rely on Dogfighters for cover against other airborne units.





Type: **AeroMech**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment		**Mass**
Internal Structure:		4
Conversion Eqpt:	Aero	6
Engine:	200	8.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	8	
Safe Thrust:	8	
Max Thrust:	12	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:		3
Fuel:	80	0
Structural Integrity:	12	0
Armor Factor:	96	6

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	12	10
Center Torso (rear)		7
R/L Torso	10	10
R/L Torso (rear)		5
R/L Arms	6	10
R/L Legs	10	10

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RA/LA	6	--
4 Jump Rockets	RL/RT/LT/LL	8	4

Weapons and Ammo	**Location**	**Critical**	**Mass**
Interceptor Configuration			
Light PPC	RA	2	3
ER Medium Laser	RT	1	1
Fuel (80)	CT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5
Dogfighter Configuration			
ER Medium Laser	RA	1	1
SRM-2	RT	1	1
Fuel (40)	RT	1	0.5
ER Medium Laser	CT	1	1
SRM-2	LT	1	1
Ammo (SRM) 50	LT	1	1
ER Medium Laser	LA	1	1
Bombardier Configuration			
Medium Pulse Laser	RA	1	2
Bomb Bay (2 tons)	RT	2	2
Fuel (40)	CT	1	0.5
Bomb Bay (2 tons)	LT	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Jettison-Capable Weapons (Hands), Nimble Jumper

Notable AeroMechs:

AeroMech Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Aero-Diver	Interceptor	Analysis	Vet (2/3)	Intelligence	Wasp-1/Rapier
Aero-Fire	Bombardier	NinjaMech	Vet (0/3)	Infantry-AntiMech	Wasp-1/Rapier
Aero-Raider	Interceptor	ArtilleryMech	Vet (2/3)	Infantry	Wasp-1/Shadow Hawk LAM (ASF)
Aero-Shot	Dogfighter	GruntMech	Vet (2/3)	Minimal	Wasp-1/Rapier
Aero-Razor	Interceptor	ArtilleryMech	Reg (3/4)	Infantry	Wasp-1/Shadow Hawk LAM (ASF)

AeroMech-A (Aerofighter AutoMech)

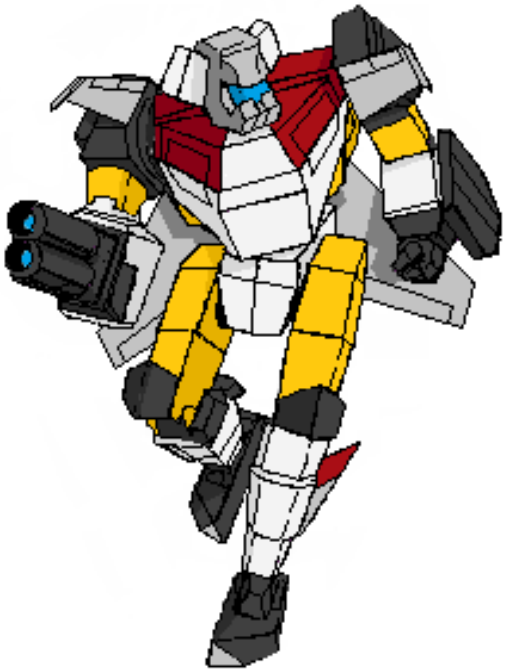
Summary

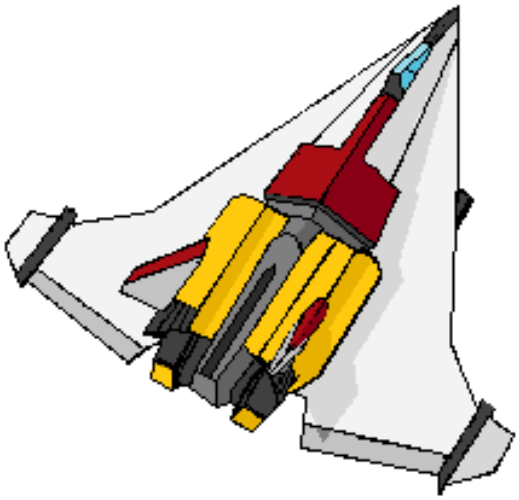
Developed to serve as a command unit for groups of lighter *AeroMech*s, the *AeroMech-A* is seen more rarely in the AutoBoP ranks, and is almost unheard of in all of the other active Syberian factions. While equal in overall mass to the DemoCon *Seeker* class, this model trades ground and air speed for extra armor and a much heavier weapons payload. Unfortunately, this also means that *AeroMech-A*s can rarely keep up with their own subordinates during long flights, as so they habitually reach the battle area late, and must therefore perform their command duties from afar.

Although the *AeroMech-A* is every bit as stable in atmosphere, and agile as on the ground as its lighter cousins, and is clearly deployed to act as shepherds for those unit types in particular, there is reason to believe that the design of this AutoMech actually derives from that of the much lighter and more common *AutoVee-1*. The primary consideration for this theory, of course, stems from the visual similarities the two unit types have while in their BattleMech forms. Of course, given the way in which so many of Syberia's AutoMechs have a tendency to resemble 'Mechs and vehicles from the Inner Sphere and the Clans of today, that two distinct models should happen to have such an uncanny resemblance to the same machine probably doesn't really matter so much. Yet, at the same time, the *AeroMech-A* and *AutoVee-1* also happen to be similar in their ground-mode performances, with their only differences being enhancements made possible by the upgrade in mass. This includes, of course, the use of the Syberian-born jump rocket system (which roughly matches the improved jump jets seen back home) for longer and higher leaps, as well as the primary weapon of a standard large laser in the *AutoVee-1* becoming a binary laser cannon in the hands of a *AeroMech-A*. More research into this, if only to satisfy our curiosities about the timeline of AutoMech evolution, would be necessary to confirm if any actual link between these units exists beyond the visual.

Variant Configurations

We have observed so few *AeroMech-A*s in the field to date that it is difficult to determine what changes in payload, if any, exist beyond the Common configuration.





Type: **AeroMech-A**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Aero		7.5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	6		
Safe Thrust:	6		
Max Thrust:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	16		0
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	16	
Center Torso (rear)		7	
R/L Torso	12	15	
R/L Torso (rear)		6	
R/L Arms	8	13	
R/L Legs	12	14	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RA/LA	6	--
3 Jump Rockets	RL/LT/LL	6	3

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Binary Laser Cannon	RA	4	9
Prim. Rocket Launcher-15	RT	1	1
Prim. Rocket Launcher-15	LT	1	1
Small Shield	LA	3	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Command BattleMech, Jettison-Capable Weapons (Hands), Nimble Jumper

Notable AeroMech-As:

***AeroMech-A* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Aero-Bolt	Common	CommandMech	Vet (0/1)	Infantry, Officer	Clint IIC/Phoenix Hawk LAM Mk I (ASF)

AutoGator (Bestial AutoMech)

Summary

Alongside the *AutoShark*, the *AutoGator* may be the closest thing to a “feral” AutoMech that exists on Syberia. Rarely seen bearing the colors or insignia of any known faction, and seemingly hostile toward anything other than its own chassis type, this bestial-type AutoMech is not only characterized by its crocodile-like quadruped form, but also its lack of any ranged weapons.

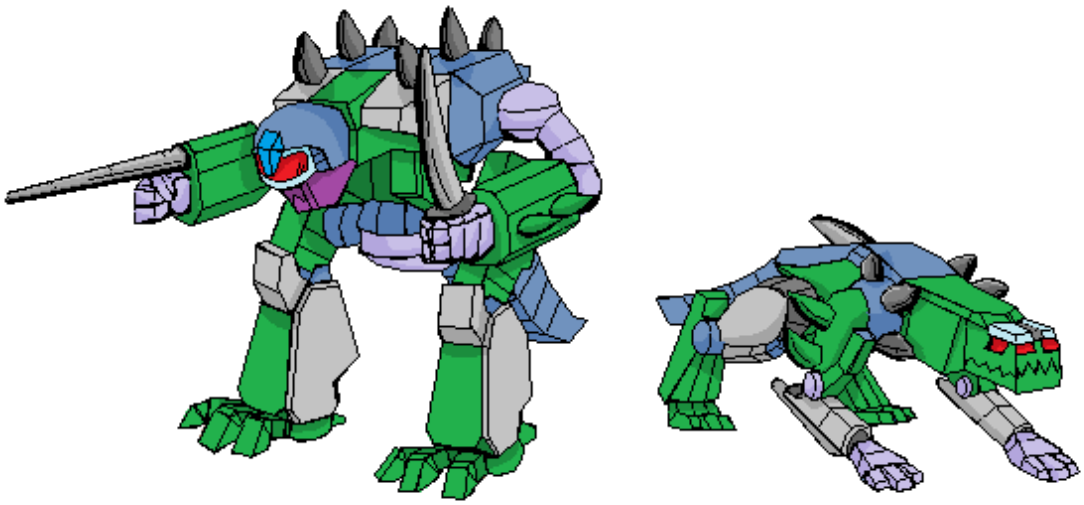
If there are automated factories still producing this model someplace, the AutoMechs we’ve interviewed and the records we’ve obtained to date do not seem to know about them (or very much care). The faction that operated them originally—known alternately as the Xon Quorum, the Xon Empire, or the Five Houses of Xon—may have been among the early baronial powers established on Syberia. Centered on the city of Xon, located on the shores of the Northern Sludge, this state controlled a swath of lands in the Primordic Expanse, specifically between the Northern Sludge and the Great Sea. While roughly equivalent in size, power, and technological sophistication as the Barony of Grim, their position made them a strategic maritime power. So far as we can tell, when the wars erupted on Syberia, Xon started out on the side of the baronial powers, but was discovered to be also in league with the corporate states, effectively playing both sides against each other. When the war went nuclear, Xon and its territories fell to strategic bombardment from both its erstwhile allies.

Given this bit of history, and the fact that most *AutoGator*s encountered today tend toward the wetter regions and rivers surrounding the Great Sea and both Northern and Southern Sludges, the possibility exists that any factories responsible for these AutoMechs could be located deep within some overgrown ruins in the old Xon lands, or perhaps even underwater. The underwater factory hypothesis would, of course, also explain why *AutoGator*s and *AutoShark*s have overlapping “hunting grounds” today, as the same factories could be responsible for both machines.

Regardless, the function of the *AutoGator*s appears to be primarily focused on guard duties and animal control. Their use of a modified industrial structure (capable of aquatic operations, but with no ability to really *swim*), as well as their use of industrial armor and a complete lack of ranged weaponry, suggest their designers sought to make their defenders as cheaply as possible. Alternatively, with their use of exotic physical combat equipment, they could have also been built to serve as cheap gladiatorial entertainment. Either way, it is quite ironic that these machines have managed to outlive their creators by centuries now.

Variant Configurations

*AutoGator*s operate largely in the complete absence of any kind of structured infrastructure that might offer refits and repairs on a regular basis. Indeed, it has been quite rare to encounter a fully intact example of this particular AutoMech type in modern times, let alone one that has been reconfigured in any major way.



Type: **AutoGator**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment		**Mass**
Internal Structure:	Imp. Industrial	8
Conversion Eqpt:	Bestial	2
Engine:	160	6
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Hvy. Industrial):	112	7

	Internal Structure	*Armor Value*
Head	3	8
Center Torso	12	14
Center Torso (rear)		8
R/L Torso	10	12
R/L Torso (rear)		7
R/L Arms	6	10
R/L Legs	10	12

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	--
4 Heat Sinks	2RT/2LT	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Spikes	RA	1	0.5
Lance	RA	2	2
Spikes	RT	1	0.5
Tail (Standard)	CT (R)	2	6
Spikes	LT	1	0.5
Spikes	LA	1	0.5
Sword	LA	3	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animal Quad Form), Low Profile, Non-Standard Parts

Notable AutoGators:

***AutoGator* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
AutoGator	Common	GruntMech	Reg (4/5)	Minimal	Komodo/Barghest (Micro)*

*Unarmed

AutoGaurd (Non-Convertible AutoMech)

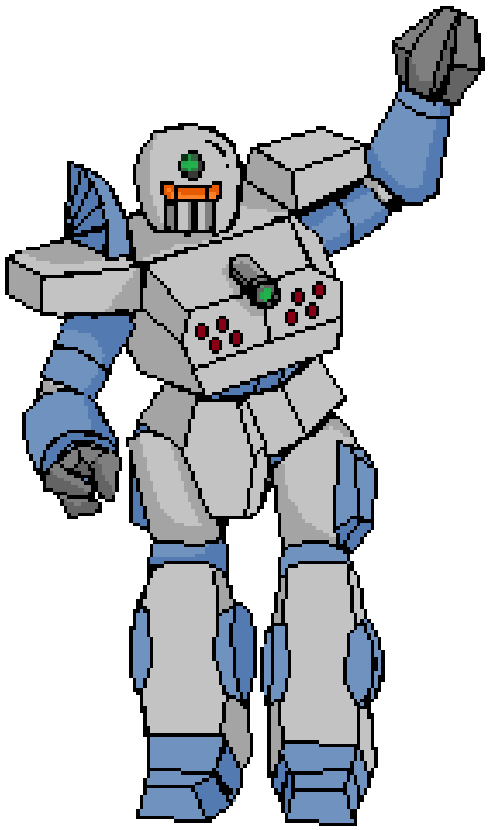
Summary

Sporadically encountered today on Syberia, but—according to our AutoBoP sources—far more plentiful among off-world facilities scattered throughout the system, the *AutoGuard* is a general-purpose unit that was produced in multiple factories back in the time of the humans. Fairly unique among AutoMech classes, the *AutoGuard* is one of the few based on a non-transforming BattleMech frame. Given its industrial-grade internal structure and armor, the lack of conversion systems and widespread production would suggest that these machines may have been among Syberia's earliest autonomous constructs. Unfortunately, it appears that none of the *AutoGuard*s currently in operation have been online long enough to confirm this.

This discovery, however, clued us into another element of this model that would fit our theory of these being examples of Syberia's early AutoMechs. Unlike most of the other autonomous units we have encountered, which, while not truly sentient, do have a capacity for learning new skills and improving on existing ones, the *AutoGuard*s do not appear to learn *at all*. In fact, these machines may be among the most robot-like of the AutoMechs we have found here, as most appear to perform functions given to them by other units, and none ever seem to form opinions about such duties one way or the other. Even their conversational capabilities appear so limited as to be exceedingly dull.

Variant Configurations

For such a widely used model—however rarely they now appear among the combat formations of any extant AutoMech faction—*AutoGuard*s do not appear keen on modified payloads. Although the odd weapon swap here and there has been observed, for the most part, there seem to be no major variant configurations of this unit type.



Type: **AutoGaurd**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment		**Mass**
Internal Structure:	Imp. Industrial	10
Conversion Eqpt:	None	0
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Hvy. Industrial):	160	10

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	16	20
Center Torso (rear)		11
R/L Torso	12	15
R/L Torso (rear)		8
R/L Arms	8	15
R/L Legs	12	24

Fixed Components	**Location**	**Critical**	**Mass**
2 Heat Sinks	RT/LT	1	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Claws	RA	4	4
SRM 4	RT	1	2
Ammo (SRM) 25	RT	1	1
CASE	RT	1	0.5
Medium Laser	CT	1	1
SRM 4	LT	1	2
Mace	LA	5	5
Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Rugged (2), Ubiquitous (Syberia System), Non-Learner (Unable to improve Skills)

Notable *AutoGuards*:

***AutoGuard* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
AutoGaurd	Common	GruntMech	Reg (4/5)	Minimal	Cudgel/NA

AutoShark (Submarine AutoMech)

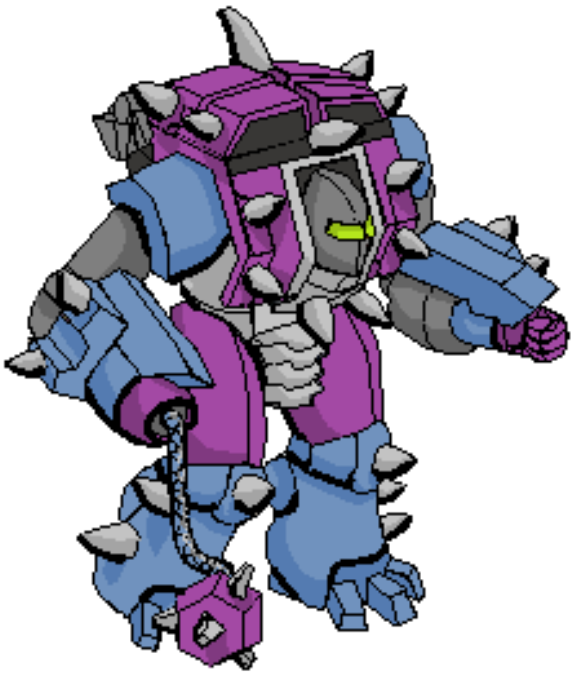
Summary

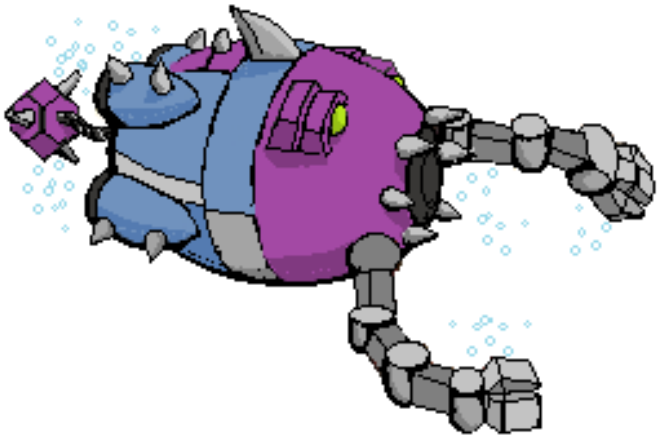
Like the *AutoGator*, the *AutoShark* is essentially a "feral" AutoMech, rarely sporting colors or insignia of any known, active faction. Lurking all but unopposed in Syberia's murky, shallow seas, these amphibious, submersible AutoMechs are rarely seen in herds smaller than four units at a time, and appear to be automatically hostile to anything that moves that doesn't look like their own chassis type. Although their non-BattleMech forms sport the bestial look of a bloated, toothy sphere with prehensile fore-claws, these are merely beast-styled variations applied to their hull design. That is not to say that they are harmless, by any stretch; it simply means that, much like the *Cazador* VTOLMech, and the *Swooper* and *Saker* Aerofighter AutoMechs, the *AutoShark* is a vehicle conversion and not a true bestial type.

Not that one would tell by their behavior. Fortunately, their overall threat is limited by one simple thing, and that is, just like their *AutoGator* "cousins," they lack ranged weaponry of any consequence. Perhaps more comforting, however, is the fact that these machines are almost never encountered more than five kilometers inland, in keeping with their demonstrated preference for aquatic environments.

Variant Configurations

*AutoShark*s, like *AutoGator*s, are rarely encountered with alternative weapons loads in the wild. Unlike *AutoGator*s, however, more tend to be in excellent to fair condition, which is to be expected as these submersible AutoMechs couldn't last long in their "natural" environment after their first armor breach. (Numerous wrecks on Syberia's sea floors have, in fact, been identified as sunken *AutoShark*s. Many of these derelicts have even been found that continue to operate on some level, their fusion plants and CPUs not yet expired despite lying under decades' worth of built-up silt and other marine detritus. Encountering those machines can be rather creepy, to be honest.)





Type: **AutoShark**

Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment		**Mass**
Internal Structure:		5
Conversion Eqpt:	Naval (Sub)	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
UMU MP:	4	
Submarine Cruise MP:	4	
Submarine Flank MP:	6	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	120	7.5

	Internal Structure	*Armor Value*
Head	3	8
Center Torso	12	14
Center Torso (rear)		8
R/L Torso	10	12
R/L Torso (rear)		7
R/L Arms	6	12
R/L Legs	10	14

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	--
2 Heat Sinks	RT/LT	2	--
4 UMUs	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Spikes	RA	1	0.5
Wrecking Ball	RA	4	5
Spikes	RT	1	0.5
Lift Hoist	RT	3	3
Spikes	RL	1	0.5
Spikes	CT	1	0.5
Spikes	LT	1	0.5
Lift Hoist	LT	3	3
Spikes	LL	1	0.5
Spikes	LA	1	0.5

Notes: No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/'Mech Conversion), Distracting (Animalistic Vehicle Form), Protected Actuators, Searchlight

Notable *AutoSharks*:

***AutoShark* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
AutoShark	Common	GruntMech	Reg (4/5)	Minimal	Hauberk BA (28mm)/Octopus DS (Micro)**
PiranhaShark	Common*	GruntMech	Vet (3/4)	Minimal	Hauberk BA (28mm)/Octopus DS (Micro)**

*This AutoShark switches the Common configuration's Wrecking Ball to the left arm.
**For 'Mech mode, use 28mm-scale Hauberks; For Vehicle mode, use Micro-scale Octopus DS, but omit all but two "arms."

AutoVee-1/-2 (Aerofighter/Wheeled AutoMech)

Summary

It may seem a bit strange to combine two AutoMechs with very different alternate modes into a single entry, but the *AutoVee*s are an interesting pair of twin designs that are best reviewed as one. The reason for this lies mainly in their appearance and overall equipment similarities, which conspire to result in two machines of equal weight, performance, and armor distribution, on chassis types that look almost identical as long as they remain in BattleMech mode. Even their head structures and color schemes tend to be identical across dozens—if not hundreds—of these units. Making distinctions by personalities is even harder, as any personas expressed seem almost bland and generic; indeed, the vast majority of those we have heard speaking even had matching voices, vocabularies, and cadences.

It takes a closer visual inspection to tell the two models apart in 'Mech mode, but it is possible, and all boils down to their alternate modes. For the *AutoVee-1*, which converts into an aerofighter, bits of their wings and air flaps can be spotted, mostly jutting out from their rear flanks, while the *AutoVee-2*s will lack these surfaces and instead have wheels partially visible behind their shoulders and lower legs. Armament-wise, the *AutoVee-2*s also possess a small forearm laser that the *-1*s lack.

*AutoVee*s of both types turn up in the two largest Syberian factions, but are markedly absent from the ranks of the bestial-dominant ones like the DynaBoG, InterSectCon, AxiMaL and PresiDom. While their greatest numbers may be found in DemoCon ranks—suggesting a current or long-lasting DemoCon capture of their primary factories at some point in the past—their second most common affiliation appears to be none at all. By this we mean that there appear to be more "stray" *AutoVee*s out here than there are affiliated with the AutoBoP.

Variant Configurations

Even though *AutoVee*s are not quite as common among them as among the DemoCon forces, variants using more advanced weaponry than the basic models have been found among the ranks of the AutoBoP army. Curiously, while these variants are technically superior to the more common models, the upgrades tend to *reduce* their destructive potential, with little general benefit in terms of range, reliability, or heat control.

Type: **AutoVee-1**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Aero		5.5
Engine:	140		5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Safe Thrust:	4		
Max Thrust:	6		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	11		0
Armor Factor:	112		7
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	12	
Center Torso (rear)		9	
R/L Torso	8	10	
R/L Torso (rear)		6	
R/L Arms	6	11	
R/L Legs	8	14	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
5 Heat Sinks	2RA/3LA	5	--
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
AutoVee-1 Configuration			
Large Laser	RA	2	5
Fuel (80)	LT	1	1
Medium Laser	LA	1	1
AutoVee-1A Configuration			
Light PPC	RA	2	3
Fuel (80)	LT	1	1
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Ubiquitous (Syberia)

Type: **AutoVee-2**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Wheeled		5.5
Engine:	140		5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Wheeled Cruise MP:	5		
Wheeled Flank MP:	8		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	112		7
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	12	
Center Torso (rear)		9	
R/L Torso	8	10	
R/L Torso (rear)		6	
R/L Arms	6	11	
R/L Legs	8	14	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
5 Heat Sinks	2RA/3LA	5	--
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
AutoVee-2 Configuration			
Large Laser	RA	2	5
2 Medium Laser	LA	2	2
AutoVee-2A Configuration			
Large Pulse Laser	LA	2	7

Notes: No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Ubiquitous (Syberia)

Notable *AutoVees*:

***AutoVee* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
AutoVee-1	AutoVee-1	GruntMech	Reg (4/5)	Minimal	Clint IIC/Niso WiGE
AutoVee-2	AutoVee-2	GruntMech	Reg (4/5)	Minimal	Clint IIC/Zibler*
Burster	**AutoVee-1**	**ReconMech**	**Vet (3/2)**	**Scout**	**Clint IIC/Tatsu ASF**
Draker	**AutoVee-1A**	**ReconMech**	**Vet (3/2)**	**Scout**	**Clint IIC/Tatsu ASF**
Speedway	**AutoVee-2A**	**ArtilleryMech**	**Vet (4/3)**	**Infantry**	**Clint IIC/Zibler***

*The vehicle form of this AutoMech resembles a turretless version of the listed vehicle type, with four wheels.

Battery (Wheeled AutoMech)

Summary

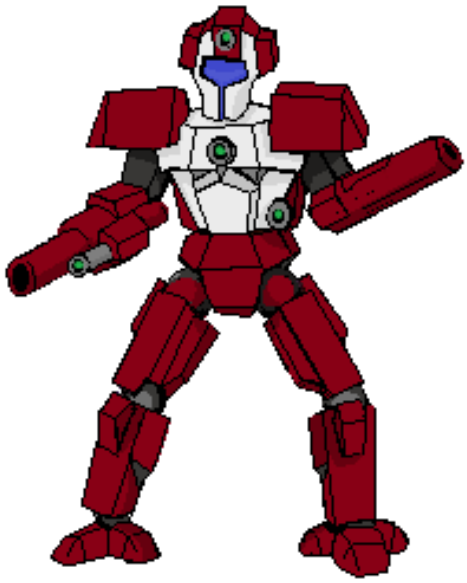
The *Battery* is a 'Mech that can be best described as a mobile gun turret. Evidently built for urban combat in general—and specifically used in conjunction with some of Syberia's super-massive, autonomous mobile structures—these AutoMechs cram an abundance of weaponry for their size, often pairing long-ranged light autocannon with clusters of extended mid-range lasers. While comparatively slow in BattleMech mode, their use of a wheeled-type vehicular form provides them with a much-improved ground speed on paved surfaces.

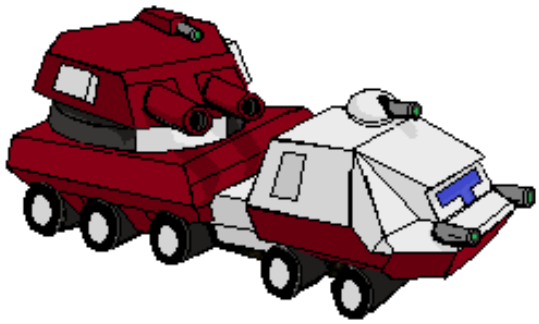
Hyper-extending arm actuators enable *Battery*s to better deal with threats in confined spaces, cutting down on the need for power-turning or pivoting under fire, and a remarkable combination of weapon mount ejectors and multi-function port connectors gives them refit capabilities nearly on par with true OmniMechs. As a result, *Battery*s can often replace most or all their weapons in the time it takes their DoctorMechs to patch up any damaged armor they've suffered in battle.

We have noticed, however, that their targeting accuracy seems to be attenuated do deal with threats at greater distances than one might typically expect of an urban defense unit. This has led us to believe that the dominant tactical doctrine for these machines is likely to use them as anti-air platforms, or outer-city pickets meant to preemptively harry incoming foes. Combined with their improved ground mobility on prepared surfaces, and their preferential use as mobile-structure defense units, this makes them most ideally suited to serve as fast-reaction 'Mechs and first responders.

Variant Configurations

Interestingly enough, despite their remarkable flexibility in payload potential, we have witnessed no significant specific variant configurations on the *Battery* models seen to date. This could, perhaps, be a consequence of reduced weapons availability in their operational areas. The titanic mobile structures of Syberia, after all, rarely maneuver far from rear-line stations, and thus rarely require the kind of firepower that can be more practically deployed with front-line troops. Whether this supposition is true or not, of course, is anyone's guess at this point.





Type: **Battery**
Technology Base: Syberian (Experimental)
Tonnage: 55

Equipment			**Mass**
Internal Structure:			5.5
Conversion Eqpt:	Wheeled		8.5
Engine:	165		6
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	20	
Center Torso (rear)		11	
R/L Torso	13	16	
R/L Torso (rear)		8	
R/L Arms	9	16	
R/L Legs	13	20	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	--
Wheels	RA/RL/LA/LL	4	--
4 Double Heat Sinks	2RT/2LT	12	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Ultra AC/2	RA	3	7
ER Medium Laser	RA	1	1
Ammo (Ultra AC/2) 45	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1
Ultra AC/2	LA	3	7
Ammo (Ultra AC/2) 45	LA	1	1
ER Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Hyper-Extending Actuators, Improved Targeting (Long), Jettison-Capable Weapons (All), Modular Weapons.

Notable *Batterys*:

Battery **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
(MC) Metro-Battery	Common	ArtilleryMech	Vet (3/2)	Infantry	Enforcer III/Turhan Tank
(TTP) Titano-Ray	Common	ArtilleryMech	Vet (3/2)	Infantry	Enforcer III/Turhan Tank

Beetle (Wheeled AutoMech)

Summary

The *Beetle* class is an example of a “ground scout” model, primarily used for eyes-on recon and message courier duty, with good ground speeds and a five-ton max weapons load. The AutoBoP forces appear to have exclusive access to this chassis type, as nearly all positively identified *Beetle*s have been sighted in their ranks. In ’Mech form, most *Beetle*s strongly resemble the Lyran-made *Commando*, with subtle cosmetic differences likely incorporated for ease of passive identification and differentiation. But their wheeled vehicular modes often differ greatly across distinct classes in functionality that we have designated as “Common,” “Striker,” and “Communicator.” More on this later, but suffice to say, some give away their very purpose on the battlefield when they’re not using their BattleMech mode.

Oddly enough, though, many of the notable *Beetle*s we’ve observed tend to possess skills or personalities that are rather inconsistent with their configurations. Likely a result of some randomized aspect in Syberian personality AIs, we have witnessed some Common-style *Beetle*s performing reconnaissance duties, while others act more like foot soldiers, while some Striker-style *Beetle*s have been acting more like pathfinders than the fire support units they’re supposed to be.

Regardless of their forms, functions, and personas, *Beetle*s comprise a significant portion of the AutoBoP armed forces, with sheer numbers that could give the DemoCons’ *Seeker*-class FighterMechs competition. That many individual *Beetle*s seem to show little wear despite centuries of conflict is a good indicator that the factories producing this chassis are fully operational and possibly running off an abundance of surplus parts for repair. That such an overwhelming majority of these ubiquitous machines fight under baronial colors also shows that any such factories lie wholly under AutoBoP control as of the time of this writing.

Variant Configurations

As noted earlier, we have identified several distinct variant loadouts of the *Beetle* class, many of which only tend to become more apparent when the unit is operating in its vehicular mode. The most common are laser boats, carrying more firepower in energy weapons than anything else. In vehicle mode, the majority of these common versions take a form reminiscent of civilian sedans and sports cars. Those “commoners” that don’t take such forms, we believe, may be post-factory refits of the other variant types.

Striker-variant *Beetle*s, as we’ve defined them, split their weaponry evenly between light or medium lasers and multi-tube rocket launchers. In their vehicle modes, these AutoMechs always take on a military appearance that resembles the Inner Sphere’s lightest wheeled missile carriers.

The Communicator variants, of course, are the most obvious both in form and function. With more than half of their payloads given over to battlefield comm systems, these *Beetle*s often sport only light energy weapons at best, if any at all. And their vehicle forms, with their prominent radio dishes, are highly evocative of the Inner Sphere’s venerable Swift Wind scout car.

There are, of course, exceptions to these sweeping generalizations, but those we’ve observed appear to be one-offs or customizations.

Type: **Beetle**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Wheeled		5.5
Engine:	210		9
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Wheeled Cruise MP:	7		
Wheeled Flank MP:	11		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	12	
Center Torso (rear)		7	
R/L Torso	8	10	
R/L Torso (rear)		5	
R/L Arms	6	9	
R/L Legs	8	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	6	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Large Laser	RA	2	5
Common Configuration B			
Medium Laser	RA	1	1
Small Laser	RA	1	0.5
Streak SRM 2	RT	1	1.5
Ammo (SRM) 50	RT	1	1
Medium Laser	LA	1	1
Striker Configuration A			
Primitive Rocket Launcher-15	RA	2	1
Medium Pulse Laser	RA	1	2
Primitive Rocket Launcher-15	LA	2	1
Medium Laser	LA	1	1
Striker Configuration B			
Primitive Rocket Launcher-10	RA	2	0.5
Medium Laser	RA	1	1
Jump Jets	RT	2	1
Primitive Rocket Launcher-10	LA	2	0.5
Medium Laser	LA	1	1
Jump Jets	LT	2	1
Communicator Configuration A			
Small Laser	RA	1	0.5
Communications Equipment	RT	3	3
Beagle Active Probe	LT	2	1.5
Communicator Configuration B			
Communications Equipment	RT	3	3
Medium Pulse Laser	LA	1	2

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact 'Mech, Improved Sensors, Modular Weapons, Ubiquitous (Syberia), Jettison-Capable Weapons (Hands).

Notable *Beetles*:

Beetle Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Beach Beetle	Comms (A)	Explorer	AbAvg (6/3)	Planet Surveyor	Commando/Armed Ibex SUV
Beetle Bee	Common (A)	ReconMech	Vet (2/1)	Scout	Commando/Rotunda
Beetle Charger	Common (A)	ArtilleryMech	Vet (3/2)	Infantry	Commando/Rotunda
Beetle Gear	Striker (B)	SpecMech	Vet (2/1)	Special Forces	Commando/Light SRM
Beetle Jumper	Common (B)	ArtilleryMech	Vet (3/2)	Infantry	Commando/Rotunda
Beetle Swerver	Striker (A)	Explorer	Reg (7/4)	Planet Surveyor	Commando/Light SRM
Beetle Tailer	Common (A)	ReconMech	Grn (5/4)	Scout	Commando/Rotunda
Beetle Wheeler	Common (*)	NinjaMech	Vet (3/0)	Infantry-AntiMech	Commando/Cizin*
Metro-Scamp	Common (B)	ReconMech	Reg (3/2)	Scout	Commando/Swift Wind
Sandstormer-One	Comms (B)	ReconMech	Reg (3/2)	Scout	Commando/Swift Wind
Titano-Tender	Comms (A)	ReconMech	Reg (3/2)	Scout	Commando/Swift Wind

*This AutoMech mounts a peculiar weapon load: 1 Narc Missile Beacon launcher (RA, w/ 2t Ammo), and 1 Spot Welder (LA); Its vehicle mode resembles a Cizin with four wheels and no turret

Beetle II (Hover AutoMech)

Summary

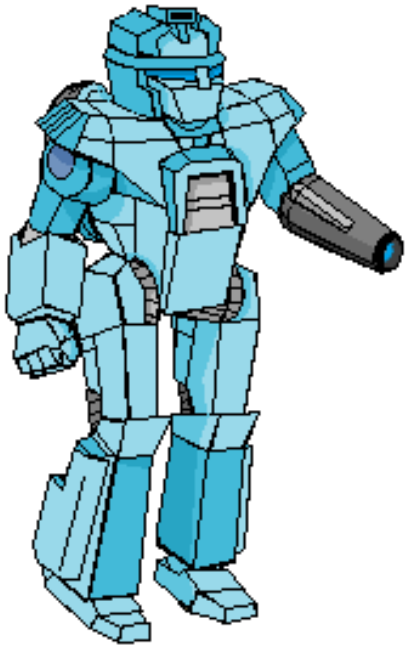
Although it looks markedly different in its BattleMech mode, careful study has shown that the *Beetle II* class AutoMech is a virtual component-for-component conversion of the standard *Beetle*'s wheel-driven design into one that uses hover-lifters instead. With this simple alteration, the unit's ground speed is increased by some fifteen percent in its vehicular mode, and allows it to coast equally well over water and land alike. Not surprisingly, this makes for an even more effective reconnaissance and courier trooper when time and speed are of the utmost importance.

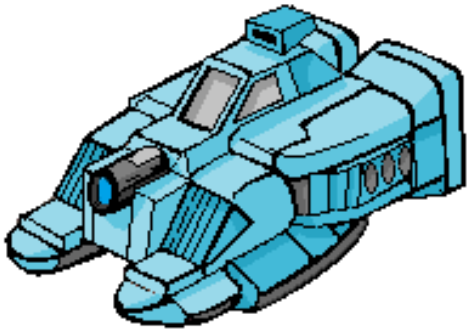
These speed benefits, however, are rather limited in the grander scheme. Cluttered terrain, for example, can effectively negate the *Beetle II*'s added mobility by limiting its maneuvering options. If it wishes to pass through even lightly wooded environments, this AutoMech is forced to either switch back to its BattleMech form or take the long way around such obstructions. And while crossing swamp lands and water without a loss of speed or handling are perks, to be sure, such regions are relatively rare on Syberia. This may explain why the *Beetle II* has, thus far, failed to supplant its wheeled forebears.

Alternate theories behind this AutoMech's dramatically low popularity and use, when compared to those of the wheeled versions, have also been considered. For starters, despite the similar components and structural design, it could very well be that *Beetle II*s are simply not built in the same facilities that produce the *Beetle*. Another possibility is that there is some inherent, but non-obvious, flaw endemic to these HoverMechs, something that has led the AutoBoP faction into favoring the slower *Beetle*s instead. A third explanation we've come up with posits that the *Beetle II* might have only been in its experimental stage when humanity was wiped out, leaving its production rate stunted from the very start.

Variant Configurations

We have seen no noteworthy variants on this AutoMech class. Given its limited production and deployment, this comes as no surprise.





Type: **Beetle II**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Hover		5.5
Engine:	210		9
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Hover Cruise MP:	8		
Hover Flank MP:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	12	
Center Torso (rear)		7	
R/L Torso	8	10	
R/L Torso (rear)		5	
R/L Arms	6	9	
R/L Legs	8	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	--
Hover Fans	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	6	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
ER Large Laser	RA	2	5

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Compact 'Mech, Improved Sensors, Modular Weapons, Jettison-Capable Weapons (Hands).

Notable *Beetle IIs*:

***Beetle II* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Blurry Beetle	**Common**	**ReconMech**	**Elt (0/1)**	**Scout**	**Hermes II/Saladin Mk II**

Bike Drone (Wheeled Ultralight)

Summary

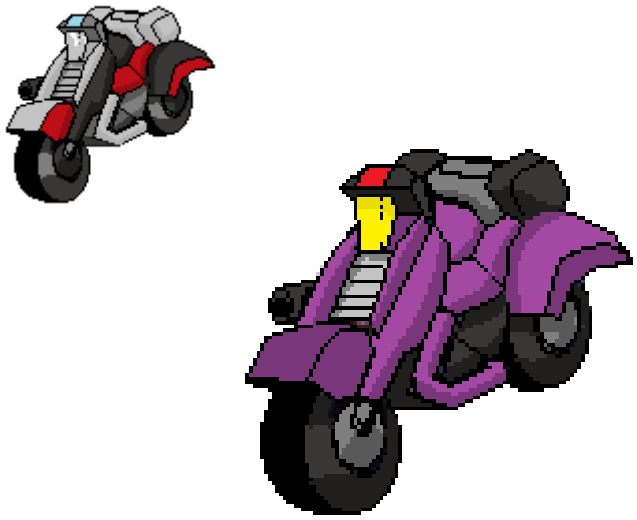
The Bike type recon drone is possibly the simplest of the remote drones used in conjunction with *Sounder* class AutoMechs and the like, and may be even older in design than the outdated Dancer and Tankette drones. Among the smallest and lightest of all Syberia's autonomous machines—on or off the planet—they are powered by fuel cells rather than fusion, and are built for operation in almost any environment, including underwater.

They are also the dumbest of all the Syberian AutoMechs, to the point where it is arguable that they are little more than mobile, remote-controlled sensor packs. Bike drones do not speak as such, and demonstrate no discernible personalities, simply performing the tasks given to them, which amounts to rolling into and out of tight spots, recording their findings, and reporting back by digital signal. Although anti-personal weaponry is a standard part of their design, the lack of armor resilience they possess emphasizes their non-combat functionality. More space is instead devoted to a camera suite and rudimentary sensors, aided by a single claw-like manipulator just strong enough to pick up and handle small objects before depositing them into its onboard cargo bay.

Once or twice, we have seen other AutoMechs refer to them by names, but this seems more like an affectation on the more sophisticated AIs' part, akin to bestowing a name on a pet.

Variant Configurations

The Bike drone is used so infrequently and is so limited in its utility, that we don't know of any variant versions. Truth be told, we're not even certain this unit type is still in production by this point. It's quite possible that the ones we have seen to date are among the last in existence.



Type: **Bike Drone**
Movement Type: Wheeled (Small)
Equipment Rating: E/X-X-X/D
Mass: 1.5 tons

Equipment			**Mass**
Chassis:			355kg
Engine/Controls:	Robotic		150kg
Type	Fuel Cell		
Cruise MP:	6		
Flank MP:	9		
Fuel (Fuel Cell):	300km		9kg
Armor Factor (BAR 3):	7		133kg
	Internal Structure	*Armor Value*	
Front:	1	2	
R/L Side:	1/1	2/2	
Rear:	1	1	

Weapons and Ammo	**Location**	**Slots**	**Mass**
Common Configuration			
Advanced Fire Control System	Body	0	5kg
Recon Camera	Front	1	500kg
Manipulator	Front	1	10kg
Handheld Searchlight	Front	0	5kg
Support Machine Gun (400)	Front	1	59kg
Cargo (274kg)	Body	1	274kg

Crew: None
Cargo: 274kg

Notes: Features Amphibious, Bicycle, Enviro-Sealed, Off-Road, and Ultralight chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit), Non-Learner (Unable to improve Skills)

Notable Bike Drones:

Bike Drone Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Scoot Bike Drone	Common	Communicator	Reg (4/6)	Communications	NA/Minigun Cycle
Screecher Bike Drone	Common	Communicator	Reg (4/6)	Communications	NA/Minigun Cycle
Bikescout Drone	Common	ReconMech	Reg (4/5)	Scout	NA/Minigun Cycle

Biplaner (Aerofighter AutoMech)

Summary

Since the time of the original Land-Air 'Mech, it has been natural to assume that all convertible 'Mech-Fighter hybrids would fly using thruster jets exclusively. That the Syberians introduced rotor-flight systems with their VTOLMechs shook this presumption up, of course, but even then, we just weren't prepared for *Biplaner*. In fact, we thought that these AutoMechs *were* VTOL-converters at first—until they changed forms and we realized that what we took to be collapsible rotors were actually nose-mounted propellers on fixed-wing flyers. That's right; these AutoMechs transform into *propeller-driven* planes.

We're not quite sure why these machines were developed. Their turbo-prop "jump jets" can't cope with high speeds or high altitudes, and can't even function in space. Some of those we've seen are surprisingly nimble in flight, and are modestly capable of performing some basic ground attack missions. But we've also met one that looked so rickety, we weren't sure how much longer it could even stay in the air!

While we haven't been able to discover why these AutoMechs were created, we have learned that most of them are *old*. Considering many borrow aesthetics straight out of Terra's first global wars, we wouldn't be surprised if they started out as nostalgia-born recreational creations. But what *is* surprising is that most other AutoMechs consider these units old and outdated as well, even as they revere them as "old Aces". (Personally, I think someone was just having fun with their programming.)

Most *Biplaner*s resemble one named Sacker, a DemoCon AutoMech whose vehicle form, I'm told, resembles a WWI "Albatross" biplane fighter. Sacker was the one we thought was going to crash as it puttered about in the sky over us, driven by a single turbo-prop. Again, why anyone would think this a good idea for a combat unit, is beyond me, but there are some perks. Other jet- and rocket-based FighterMechs require reaction mass and a minimum 1.5-gee acceleration rate for stable flight. But apparently, prop-flyers can get airborne with as little as 1 gee's thrust, provided endlessly to their props by the 'Mech's own reactor. This enables them to carry more armor and equipment, theoretically, but at the expense of flight speed, a limited altitude, and the need for sufficient air to keep them aloft. I doubt that would work with a LAM back home!

Given its ultra-light weight—the *Biplaner* weighs all of fifteen tons—and the use of what seems to be simple sheet-aluminum "armor," what wasn't shocking about Sacker was just how weak this unit is compared to others. Besides a pitiful speed, both in the air and on the ground (it makes an *UrbanMech* look fast!), its weaponry consists of just two machine guns and two small lasers. (I think there are battlesuits better armed and armored than this one!) But while others in its own faction regarded Sacker and its fellow *Biplaner*s as outdated, the AutoMech refused to admit it. Even mentioning its age sent Sacker on a rant about what it used to do in the "good ole days." It even punched one of its fellow DemoCons for being less than respectful during our interview—barely scratching its comrade's paint job in the process—before converting and flying off in a huff.

Variant Configurations

We initially identified two variants of this FighterMech class, but have recently confirmed two others. In addition to Sacker's "air superiority" configuration (snicker), we've seen a dedicated bomber version, and a multi-role "switch" variant that mixes machine guns and grenade launchers. An AutoBoP-affiliated *Biplaner* was then seen which sports a light PPC, for far greater engagement reach.

Type: **Biplaner**
Technology Base: Syberian (Experimental)
Tonnage: 15

Equipment		**Mass**
Internal Structure:		1.5
Conversion Eqpt:	Aero	2.5
Engine:	15	0.5
Walking MP:	1	
Running MP:	2	
Jumping MP:	1	
Safe Thrust:	1	
Max Thrust:	2	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Commercial):	55	2

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	5	6
Center Torso (rear)		4
R/L Torso	4	5
R/L Torso (rear)		3
R/L Arms	2	4
R/L Legs	3	6

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
Jump Jet (Turbo-Prop)	CT	1	0.5
10 Heat Sinks	5 RT/5 LT	8	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Bomber Configuration			
Bomb Bay (2 ton)	RT	2	2
Bomb Bay (2 ton)	LT	2	2
Dogfighter Configuration			
Machine Gun	RA	1	0.5
Ammo (MG) 100	RA	1	0.5
Small Laser	RA	1	0.5
Recon Camera	RT	1	0.5
Recon Camera	LT	1	0.5
Machine Gun	LA	1	0.5
Ammo (MG) 100	LA	1	0.5
Small Laser	RA	1	0.5
Switcher Configuration			
Machine Gun	RA	1	0.5
Small Laser	RA	1	0.5
Recon Camera	RT	1	0.5
Vehicular Grenade Launcher	RT	1	0.5
Vehicular Grenade Launcher	LT	1	0.5
Ammo (MG) 100	LT	1	0.5
Machine Gun	LA	1	0.5
Small Laser	LA	1	0.5
Zapper Configuration			
Light PPC	RA	2	3
2 Small Lasers	LA	2	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Turbo-Prop "Jump Jet"), Atmospheric Flyer, Bad Reputation, Difficult to Maintain, Distracting (Archaic Appearance), Non-Standard Parts, Prop-Flyer, Obsolete (From the Start!)
Credit: FedComGirl for original design and fluff

Notable *Biplaners*:

***Biplaner* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Electrode	Zapper	NinjaMech	AbvAv (1/2)	Infantry-AntiMech	Incubus II/Pacair Hammerfist*
Sacker	Dogfighter**	ReconMech	Vet (1/1)	Scout	Incubus II/A2 Thunderbird*
Diver	Bomber	ArtilleryMech	Reg (2/3)	Infantry	Incubus II/A2 Thunderbird*
Blue Top	Switcher	ReconMech	Reg (2/3)	Scout	Incubus II/A2 Thunderbird*

*This is a Crimson Skies miniature (TM Microsoft)
**The small lasers on this unit have regressed to primitive prototype quality (+50% heat each, round up)

Bi-Wheeler (Wheeled AutoMech)

Summary

Wondering who thought some of these AutoMechs were a good idea is a fool's errand sometimes, we know that. But every now and then, we just want to scream that question to the heavens anyway. Case in point: The machines of the Joint Unifications Committee. Centered on the northern badlands of Junc—the Syberia system's blazing hot, but metals-rich, innermost planet—the JUniCom is technically unaffiliated in the ongoing Syberian conflicts, but demonstrates markedly greater tolerance toward the AutoBoP and DynaBog factions than any of the others.

(In fact, their meager aerospace defenses took a few shots at us when we swung by that planet, and only stopped when our AutoBoP escort—a *Scout*-class AutoMech named Astro-Scout—identified itself to them, and said we were with it. A strange bit of baby-talk soon followed, which Astro-Scout simply advised us to repeat back to the locals. Apparently, this was part of some greeting process that logged us into their network as non-hostiles and potential customers, which was nice, but made our comm techs feel silly.)

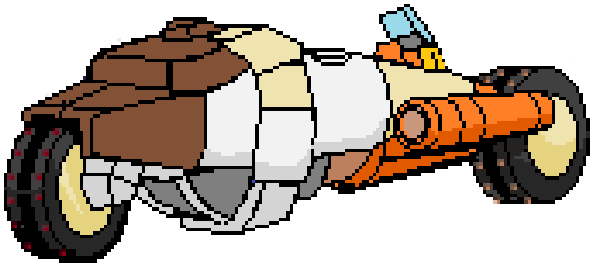
Anyway, the JUniCom must have been some kind of mining, scrapping, harvesting, and recycling organization pre-war, and so most of their machines are built using industrial standards, like those used by the DynaBog and InterSectCon. That made sense, given that Junc's main settlements look like little more than sprawling, well-organized scrapyards, surrounded by an array of dusty (and rusty) foundries, warehouses, and assembly centers. The AutoMechs have clearly kept on maintaining this stuff all these years, but not without an awful lot of improvisation not seen by any of the other groups. Indeed, it seems that JUniCom repair and maintenance protocols come with a broad range of "tolerances and substitutions" that allow for the mixing and matching of parts that, quite frankly, aren't meant to go together. The result: A range of AutoMechs and equipment that look almost thrown together, and which even more easily fly apart under stress—but which manage to work perfectly fine in all other aspects.

Anyway, among their lightest native unit types is the fifteen-ton *Bi-Wheeler*, which resembles nothing so much as an oversized, unmanned motorcycle when in its vehicular mode, but with strange, spiky and misshapen variations of appearance that can only come from generations of the kind of recycling and repair work you'd find in the poorest parts of the Periphery. And the JUniCom use *these* as their front-line soldiers. *Why!?*

Variant Configurations

Leaving aside the visual distinctions between individual Bi-Wheelers that are distinctly cosmetic in nature, we've managed to note three particular payload configurations among this model. Two are combat variations, and the third is more of a repair unit.

Of the combat versions, one is clearly armed for anti-armor work, with a single medium laser backed up by a pair of rocket launcher racks. The other, equipped with little more than a pair of machine guns, is clearly built for anti-infantry, and thus likely is a holdover from the days when humans actively fought alongside (and against) AutoMechs in the field.



Type: **Bi-Wheeler**
Technology Base: Syberian (Experimental)
Tonnage: 15

Equipment		**Mass**
Internal Structure:	Imp. Industrial	3
Conversion Eqpt:	Wheeled	2.5
Engine:	60	1.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Heavy Industrial):	32	2

	Internal Structure	*Armor Value*
Head	3	3
Center Torso	5	5
Center Torso (rear)		2
R/L Torso	4	3
R/L Torso (rear)		2
R/L Arms	2	3
R/L Legs	3	3

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
8 Heat Sinks	4 RT/4 LT	8	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Combat Configuration A			
Medium Laser	RA	1	1
Prim. Rocket Launcher-10	RT	1	0.5
Prim. Rocket Launcher-10	LT	1	0.5
Combat Configuration B			
Machine Gun	RA	1	0.5
Ammo (MG) 100	CT	1	0.5
Machine Gun	LA	1	0.5
Mounted Searchlight	HD	1	0.5
Scrapper Configuration			
Rivet Gun	RA	1	0.5
Ammo (Rivets) 150	RA	1	0.5
Spot Welder	LA	2	1

Notes: No turret in Vehicle Mode; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts, Ubiquitous (Junc)

Notable *Bi-Wheelers*:

***Bi-Wheeler* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Ash Three	Scrapper	DoctorMech	Reg (4/3)	Technician-'Mech	Centurion CN11-OA/Inverted Cavalry*
Re-Cycler	Combat (B)	ReconMech	Reg (2/3)	Scout	Centurion CN11-OA/Inverted Cavalry*
Trash Heaper	Combat (A)	ReconMech	Reg (2/3)	Scout	Centurion CN11-OA/Inverted Cavalry*

*The vehicle form of this AutoMech is that of a motorcycle that resembles an inverted Cavalry Helicopter with its main rotor removed, and a second "tail rotor" mounted in the nose area. (These "tail rotors" act as the vehicle form's wheels.)

Bicephalus (Bestial AutoMech)

Summary

The *Bicephalus* is a bestial-type AutoMech that's been given a two-headed serpentine form with a tail that's strangely forked. It is unclear whether or not this look is something inspired by a creature that actually once existed in Syberia's own near-extinct animal kingdom, or if it is little more than a fanciful monster born of good old human imagination.

In either case, the peculiar quad form used by this machine is entirely cosmetic in nature, with the dual heads little more than gimmicks of extended metal, wire, and commercial-grade myomer bundles sprouting from a base that houses the actual control and sensory mechanisms. Head-mounted weapons, when we have seen any, appear to select one of the "false" heads to serve as their conduits if they are light enough (such as flamers, which need little more than hose extensions for the proper effect), or they are simply mounted at the head itself, typically between what would be the 'Mech's clavicles, if it had any. As for the tail: despite its forked appearance, we've found it functionally no different than the other tail components we've seen in use on other bestial AutoMechs to date. It's simply split into two equal halves that automatically come together when used for slamming attacks.

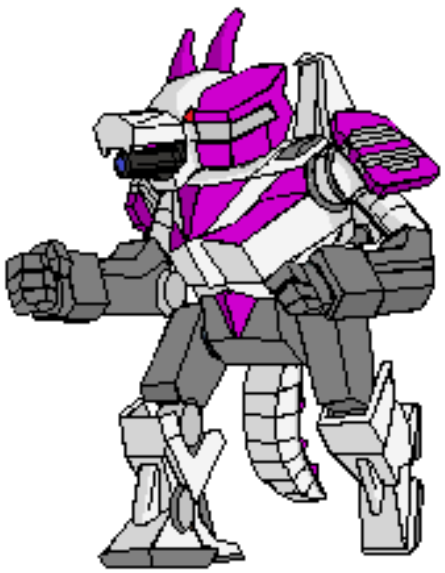
What's more remarkable is how the Syberian engineers who designed this AutoMech (and, indeed, a great many of the bestial 'Mechs we've seen) did so in such a way as to make them appear smaller and lighter than they truly are. Where Inner Sphere and Clan standards alike tend to keep most BattleMechs with the same general dimensions—give or take a meter or two—the *Bicephalus* and many other bestial AutoMechs like them are nearly small enough to pass for the Clans' ill-fated ProtoMechs. Considering they have done so with machines meant to change significantly between operational forms, this kind of engineering is an art form I think a lot of manufacturers back home would likely kill for.

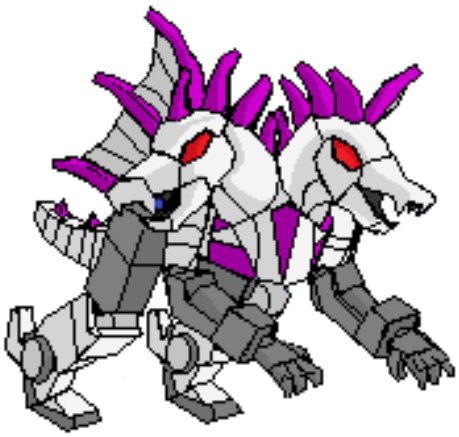
The reason for making smaller-looking bestial AutoMechs, we learned from the AxiMaL faction, largely stemmed from a desire to avoid unduly disrupting the delicate controlled environments inside their old eco-domes. But while that might have worked for Axilum's preservationists, the same reasoning comes off as far more dubious among the PresiDom faction that fields more fanciful bestial 'Mechs in the absence of any apparent conservatory efforts. Units like the *Bicephalus*, we feel, were more likely built for pure commercial entertainment. That they wound up armed for warfare alongside the more practical AutoMechs used elsewhere merely shows how desperate the wars became in the waning days of Syberia's human populace.

Variant Configurations

We have seen only two common variant payloads of the *Bicephalus* in the field, both of which suffer from the impractical use of a tail specifically developed and hardened for use in physical combat. With very little mass left for ranged weaponry, both *Bicephalus* variants rely exclusively on energy weapons for such capability. In the case of the first common variant, all of the available tonnage left has gone into a single large laser for maximum reach and hitting power.

The second common variant, meanwhile, uses lighter pulse lasers for greater accuracy at much shorter effective ranges. That this variant also features a head-mounted flamer that shoots through one of the machine's false dragon heads in quadruped mode (as we alluded to earlier) shows that, even when they found themselves arming entertainment 'Mechs for war, the PresiDom's engineers still kept their fanciful theatrics in mind.





Type: **Bicephalus**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment		**Mass**
Internal Structure:		3.5
Conversion Eqpt:	Bestial	2
Engine:	175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	104	6.5

	Internal Structure	*Armor Value*
Head	3	8
Center Torso	11	12
Center Torso (rear)		8
R/L Torso	8	10
R/L Torso (rear)		6
R/L Arms	6	10
R/L Legs	8	12

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	--
3 Heat Sinks	2RT/1LT	3	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Large Laser	RT	2	5
Tail (Spiked)	CT (R)	2	6
Common Configuration B			
Medium Pulse Laser	RT	1	2
Tail (Forked)	CT (R)	2	6
Medium Pulse Laser	LT	1	2
Flamer	HD	1	1

Notes: Forked Tail functions as a normal Tail in gameplay. Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact (Quad Form only), Distracting (Monstrous Quad Form only), Low Profile, Non-Standard Parts, Semi-Quad

Notable *Bicephaluses*:

***Bicephalus* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Consuminator	Common (A)	CommandMech	Reg (2/3)	Infantry, Officer	Kyudo/Delphyne*
Incinerator	Common (B)	ArtilleryMech	Reg (4/5)	Scout	Kyudo/Delphyne*

*Modified with an extra head and a forked tail

BomberMech (Aerofighter AutoMech)

Summary

The existence of the *BomberMech* is a sobering reminder of the fate that befell the humans of Syberia. Though few in number today, the AutoBoP factions tell us that these truly heavy aerofighter 'Mechs—twenty tons more massive than any LAM possible using Inner Sphere tech—were once almost as numerous as the *Seeker*. In those days, the *BomberMech* served all sides as one of the most popular strategic bomber units.

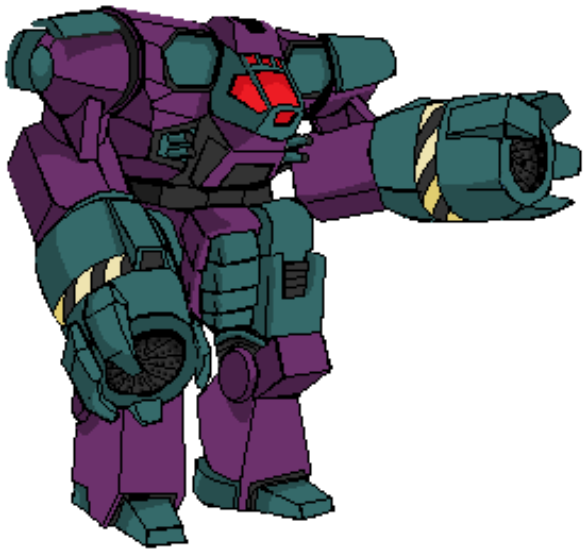
Each *BomberMech*, apparently, was programmed for the utmost levels of fearlessness and fanatic loyalty. Where human-crewed units might balk at the order to carpet-bomb an enemy with Inferno ordnance, these AutoMechs would do so without question or hesitation. For this reason, *BomberMech*s were already infamous long before the Syberian wars went nuclear. Whole battalions were deployed specifically to hunt these units and others like them wherever they were found, be it on the ground, on the decks of carriers, within the bays of DropShips, or in the skies and space above.

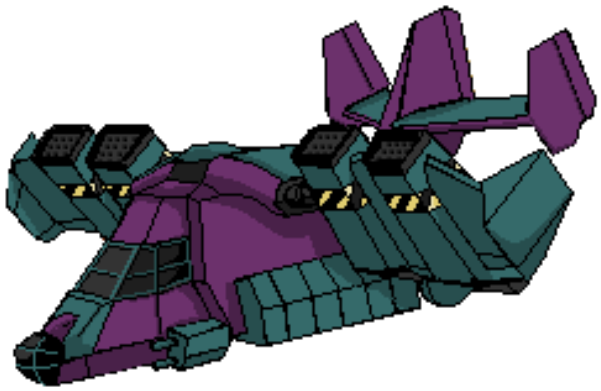
Preferential targeting of *BomberMech*s continued well after the humans of Syberia perished, but factory production managed to survive for at least a century and a half more before their numbers truly began to thin out. Today, it is believed, only one well-protected site is thought to be making or maintaining these terrifying symbols of human extinction—somewhere among the holdings of the DemoCon faction.

The *BomberMech* is immense-looking, thanks in no small part to the space needed for its twin ten-ton internal bomb bays, extended fuel tanks, and thick armor. The result is an AutoMech unit that's just about as tough as it looks. But all that enhanced size and heavy armor comes at a severe price in speed. Naturally, that last factor only hastened the *BomberMech*'s decline in numbers, even as all sides attempted to mitigate the threat to their own units by assigning them bodyguard units and escorts whenever they took to the field.

Variant Configurations

Being effectively an endangered species by AutoMech standards, there are exceedingly few *BomberMech*s at large these days. As a result, we've found it virtually impossible to determine what variant configurations may exist beyond their common (strategic) payloads.





Type: **BomberMech**
Technology Base: Syberian (Experimental)
Tonnage: 75

Equipment		**Mass**
Internal Structure:		7.5
Conversion Eqpt:	Aero	11.5
Engine:	225	10
Walking MP:	3	
Running MP:	5	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	240	2
Structural Integrity:	18	0
Armor Factor:	216	14

	Internal Structure	Armor Value
Head	3	9
Center Torso	23	23
Center Torso (rear)		16
R/L Torso	16	20
R/L Torso (rear)		12
R/L Arms	12	22
R/L Legs	16	30

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Fuel Tanks	RT/LT	2	--
2 Jump Rockets	RL/LL	4	4
Double Heat Sink	RA	3	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Strategic Configuration			
2 Prim. Rocket Launcher-20s	RA	6	3
2 ER Medium Lasers	RT	2	2
Bomb Bay (5 tons)	RT	5	5
2 ER Medium Lasers	LT	2	2
Bomb Bay (5 tons)	LT	5	5
2 Prim. Rocket Launcher-20s	LA	6	3

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Mech/Heavy Fighter Conversion), Atmospheric Flyer, Improved Communications, Oversized

Notable *BomberMechs*:

***BomberMech* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Big Lug	**Strategic**	**CommandMech**	**Vet (1/1)**	**Infantry, Officer**	**Scylla/Anhur Transport**

Brawler (Tracked AutoMech)

Summary

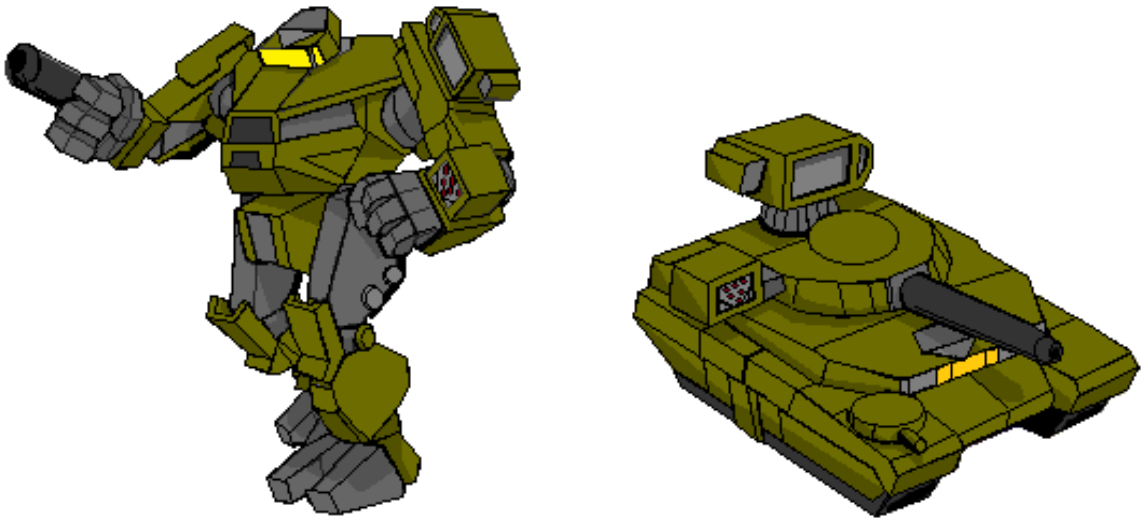
A heavy tank AutoMech, the *Brawler* occupies a middle ground between the *Tanker* and *Tankus* class tracked-vehicle converters we've seen in operation on Syberia. Curiously, despite there being no evidence whatsoever of an encounter with Clan forces in Syberian history, the *Brawler*'s BattleMech mode bears an eerie similarity to the *Pulverizer* of early-Clan infamy. While coincidence seems unlikely, there are simply no better explanations available at present.

Looks aside, the *Brawler* is pretty basic in terms of both maneuverability and armor. Most rely on a single autocannon, backed up by a laser or two and some SRMs. An observed favoritism toward late Star League weaponry tells us that they weren't meant as throwaway units, nor did their builders necessarily skimp on expenses. But they didn't seek to excel, either. This, and the fact that the most noteworthy samples of their kind always appear to be part of a greater formation, has us thinking that the *Brawler* is primarily meant for general defense and support. They could also serve as main line troopers, of course, but the AutoMech armies we've seen who use these models appear content to tie them up as components in a larger team. Indeed, we've noticed that *Brawler* encounters are a virtual certainty when one is in the operational proximity of the few automated mobile structures we've found on Syberia—regardless of the structures' affiliation and primary purpose. Whether this was a consequence of their specific design and programming, or mere coincidence, is debatable.

What is remarkable is how it appears that the *Brawler*'s basic engineering puts an intrinsic emphasis on physical combat prowess. With hand actuators optimized for the brutal art of punching and slamming opponents, and legs that are reinforced for the strain of kicks and rough ground landings, it is these features that prompted us to give this AutoMech type its name.

Variant Configurations

Both of the most popular weapon loads we've observed with the *Brawler* have centered on a single autocannon, backed up by a short-range missile rack. Beyond this, the occasional mounting of a physical attack weapon—often one with some degree of industrial purpose—provides a nasty surprise for close combat.



Type: **Brawler**
Technology Base: Syberian (Experimental)
Tonnage: 65

Equipment			**Mass**
Internal Structure:			6.5
Conversion Eqpt:	Tracked		10
Engine:	260		13.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	160		10
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	19	
Center Torso (rear)		10	
R/L Torso	15	15	
R/L Torso (rear)		8	
R/L Arms	10	16	
R/L Legs	15	22	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	--
Tracks	RA/RL/LA/LL	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Slammer Configuration			
Ultra Autocannon/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
Ammo (Streak SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Streak SRM 2	LT	1	1.5
ER Medium Laser	LA	1	1
Chainsaw	LA	5	5
Brute Configuration			
LB 10-X Autocannon	RA	6	11
2 ER Medium Lasers	CT (R)	2	2
Streak SRM 6	LA	2	3
Ammo (LB 10-X) 20	LA	2	2
Ammo (Streak SRM 6) 15	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Fists, Reinforced Legs, Trailer Hitch (Vehicle Mode only)

Notable *Brawlers*:

Brawler **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
(MC) Metro-Slammer	Slammer	ArtilleryMech	Elt (1/2)	Infantry	Pulverizer/Manticore
Brute Brawler	Brute	ArtilleryMech	Elt (1/2)	Infantry	Pulverizer/Manticore
(TTP) Titano-Brawler	Brute	ArtilleryMech	Reg (4/5)	Infantry	Pulverizer/Manticore

Bug (Wheeled AutoMech)

Summary

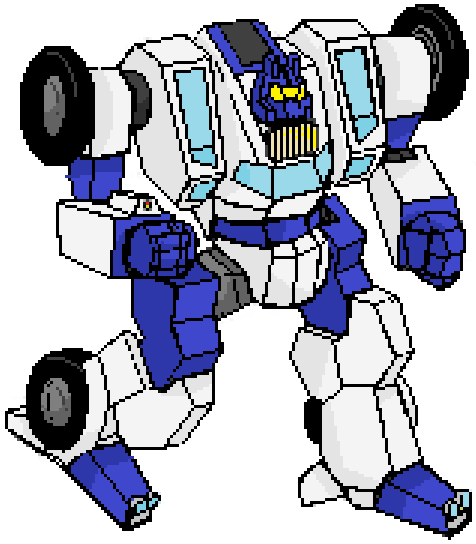
Even smaller than the popular *Beetle* class, the *Bug* is another "ground scout" model, meant for recon and courier duty almost exclusively. With a nearly unmatched ground speed in its alternate mode—only the *Cynofelis* seems to be faster—this AutoMech model can bolt across, through, or away from a battlefield while most of the other combatants are still trying to process what just happened.

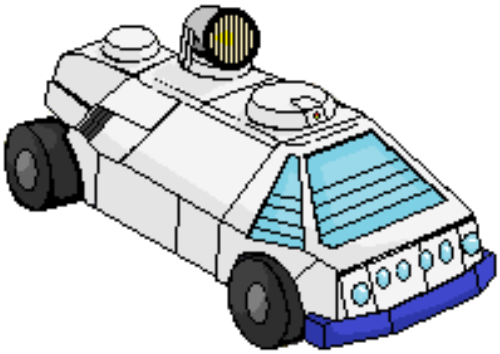
The *Bug* class is built to be as physically small as possible, so much so that two of these AutoMechs could be stuffed into a single standard 'Mech cubicle, with more than enough space to spare for dedicated tech teams to work on both of them at once. A standard, old-model *Seeker*-class DropShip could conceivably haul a whole regiment of *Bug*s by itself.

Of course, between the speed and the size, it's only natural that the *Bug* is barely armed or armored enough for any kind of battle. A single hit by a large laser or PPC could dismember or disable one outright, while their one-ton payload for weaponry leaves few options better than a medium laser to shoot back with. Once upon a time, this class might have been meant to serve in an anti-infantry role, or perhaps as a hunter of the MiniMech and ultralight drones that some other AutoMechs are known to deploy. But today, it seems, the factions which still make use of this chassis type as "see-and-flee" recon units, meant to do as little fighting as possible.

Variant Configurations

The most common variations on the basic *Bug* tend to carry laser weapons for close defense, anti-drone work, or minor harassing fire. We've also noticed a couple of dedicated spotter/sensor variants that are used either to keep an eye on enemy movements through remote sensors, or to spot for artillery and homing munitions. *Bug*s that take up monitor duties or function as comm relays have also been noticed in the field, often working in tandem with the aforementioned spotters.





Type: **Bug**
Technology Base: Syberian (Experimental)
Tonnage: 20

Equipment			**Mass**
Internal Structure:			2
Conversion Eqpt:	Wheeled		3
Engine:	160		6
Walking MP:	8		
Running MP:	12		
Jumping MP:	0		
Wheeled Cruise MP:	9		
Wheeled Flank MP:	14		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	48		3
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	6	8	
Center Torso (rear)		2	
R/L Torso	5	6	
R/L Torso (rear)		2	
R/L Arms	3	3	
R/L Legs	4	5	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
4 Heat Sinks	2 RT/2 LT	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Laser	LA	1	1
Common Configuration B			
Small Laser	RA	1	0.5
Small Laser	LA	1	0.5
Spotter Configuration A			
Light TAG	RA	1	0.5
Mounted Searchlight	CT	1	0.5
Spotter Configuration B			
Remote Sensor Dispenser	RA	1	0.5
Ammo (Sensors) 30	RA	1	0.5
Monitor Configuration			
Communications Equipment	CT	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact 'Mech, Improved Sensors, Jettison-Capable Weapons (Hands).

Notable *Bugs*:

***Bug* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Chaser Bug	Common (B)	ReconMech	Vet (1/2)	Scout	Koshi/Skulker
Golden Bug	Common (A)	ReconMech	Vet (1/2)	Scout	Koshi/Skulker
Light Bug	Spotter (A)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Road Bug	Monitor	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Roller Bug	Spotter (B)	ReconMech	Vet (1/2)	Scout	Koshi/Skluker
Bout Runner	Common (A)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker
Muck Runner	Common (B)	ReconMech	Reg (2/3)	Scout	Koshi/Skulker

Buster (Wheeled AutoMech)

Summary

Originally taken to be a variation on the *Hounder* or *VeeMech* theme, the *Buster* is, in fact, a larger cousin of the two. At seventy-five tons in total mass, with over a third of that devoted to firepower, and covered in armor tough enough to soak heavy autocannon fire without a breach, the *Buster* is a tank, pure and simple. Unlike most of the other models in the greater *VeeMech* "family," the *Buster*'s vehicle mode sports a functional turret that gives the majority of its weapons a full 360-degrees of fire, and it comes as no surprise that this is where its largest guns are always kept.

Although the *Buster* is relatively uncommon—which we take as a sign that either production is limited or has ceased altogether since the start of the Syberian wars—we have noticed that all of them tend to carry late- and post- Star League-era tech from Gauss Rifles to extended-reach medium lasers. This would likely put them among the later generations of Syberia's AutoMech models, and their distribution exclusively among the AutoBoP faction suggests that it was one of the baronial states who designed it.

The *Buster* is a sluggish foot soldier, so it is normally used in a supporting role, or as the anchor of an assault formation. It can barely keep up with typical ground formations without assuming its vehicle mode for most of the march. And yet, we have also seen this model deployed as an urban combat and security unit, equivalent to the SWAT-style forces seen among the more highly populated worlds of the Inner Sphere.

We've noticed that most *Buster*s tend to have gruff, serious, and even officious personality traits, regardless of their duties. Even the least differentiated and lowest ranked among them, in fact, tend to affect a "command voice" reminiscent of a police sergeant or MP that brooks no dissent unless they are countermanded by an AI further up in the local hierarchy. This could indicate that the *Buster* was built specifically for squad leadership roles, with hardware programming that is far more rigidly set than most of Syberia's autonomous units receive. However, given their apparent lack of the kind of integrated and specialized comm suites one might find on command units, this is little more than a wild guess on our part.

Variant Configurations

The most common configuration we've seen for the *Buster* is the one we call the "Wrecker" as it carries more than enough firepower and ammo for sustained battle at nearly any range. The less destructive version, which we call the "Reacher" variant for its use of rear-facing lift hoists, devotes more of its payload to electronic warfare and appears to operate mostly as a cross between an urban defense platform and a field recovery vehicle.

Type: **Buster**
Technology Base: Syberian (Experimental)
Tonnage: 75

Equipment			**Mass**
Internal Structure:			7.5
Conversion Eqpt:	Wheeled		11.5
Engine:	225		10
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	200		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	23	25	
Center Torso (rear)		14	
R/L Torso	16	20	
R/L Torso (rear)		8	
R/L Arms	12	20	
R/L Legs	16	28	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	--
Wheels	RA/RL/LA/LL	4	--
Double Heat Sink	RT	3	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Wrecker Configuration			
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Light PPC	RT	2	3
2 ER Medium Lasers	CT	2	2
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
SRM-6	LA	2	3
ER Medium Laser	LA	1	1
Reacher Configuration			
Gauss Rifle	RA	7	15
Ammo (Gauss) 16	RT	2	2
Lift Hoist	RT (R)	3	3
Guardian ECM Suite	CT	2	1.5
Lift Hoist	LT (R)	3	3
2 ER Medium Lasers	LA	2	2
TAG	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Jettison-Capable Weapon (Right Arm), Protected Actuators, Rugged (2), Trailer Hitch (Vehicle Mode Only)
Credit: Luciora, for visual design.

Notable *Busters*:

Buster **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Long Reacher	**Reacher**	**ForeMech**	**Grn (5/6)**	**Manager**	**Shadow Hawk/Typhoon**
Road Wrecker	**Wrecker**	**ArtilleryMech**	**Elt (0/0)**	**Infantry**	**Shadow Hawk/Typhoon**

Cazador (VTOL AutoMech)

Summary

When first sighted, the *Cazador* VTOLMech was a curiosity that we needed time to fully unravel. Its flight system, though functionally rotor-based, was heavily worked to provide ornithopter-style features, such as blade-like "wings" that can fold back and flap while grounded, with landing struts that are narrower and more reminiscent of legs than rails or wheels. The result is a more realistic, insectoid appearance when the unit is landed in vehicular mode, but seems needlessly complicated for the less-than-realistic fantasy forms typically pursued by the *Cazador*'s apparent creators in the PresiDom faction.

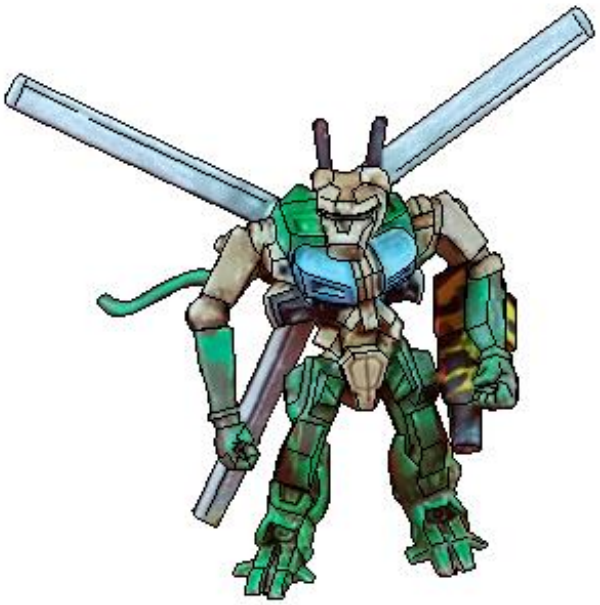
This, as we would soon learn, was because the machine actually began as an *AxiMaL* design. Where a comparable DynaBoG or PresiDom flying unit might achieve a basic resemblance to a flying animal in silhouette only, then call it a day, this was not so for the units made by the AxiMaL faction. The *Cazador*, with its convincing outer shell and cosmetic arm structures, was an example of a machine that leaned into its bestial motifs as hard as any other bio-dome patrol unit. Efforts to make these AutoMechs as low-profile and compact as possible, combined with the high degree of realistic detail, abound in this particular model to the point where it just might look natural to animal life under the right conditions. The designers even installed specialized baffles and sound modulators that soften the *Cazador*'s idle and cruising rotor noise into something approximating the buzz of a flying insect—albeit one of gigantic proportions.

That all being said, the *Cazador* struck us as an oddity because it presented AxiMaL-level attention to detail yet appeared to be favored more by the less-realistic PresiDom faction instead. Only later in our research did we learn that this AutoMech was built as a rapid air-response unit specifically for the Axilon biodome and the airspace of other southern regions around its ruins such as the fallen regions of Paradiso and Polivos. Somewhere along the line, the PresiDoms must have captured or copied the *Cazador*'s manufacturing site, as they became the biggest active users of these wasp-like machines by the present day.

What's more, the *Cazador*'s AI appears rather simple-minded compared to most other AutoMechs, and most are prone to quirky behavior that often as not tends toward suicidal actions. This tendency is apparent in units regardless of faction, as well as in some noted spin-off versions we've since discovered, like the ground-based *Formacid*. We thus believe such "personality tics" to be endemic to the core design in some way, though why this was never corrected one can only guess. If so, the *Cazador* is fortunate to have impressive mobility and relatively low resource costs going for it. Were it not this combination of utility and economy encouraging production in large numbers, we firmly believe this model would go extinct within just a decade or so.

Variant Configurations

Despite their notoriously high rate of attrition—or perhaps because of it—we have seen no significant variants of the *Cazador* chassis type. (**Note:** While its relationship to the *Cazador* is readily apparent, the aforementioned *Formacid* is an entirely different machine, given its ground-based bestial mode.)



Type: **Cazador**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	VTOL		4.5
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
VTOL MP ('Mech):	5		
VTOL Cruise MP:	8		
VTOL Flank MP:	12		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	64 (+10)		4
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	8	8	
Center Torso (rear)		3	
R/L Torso	6	7 (+5)	
R/L Torso (rear)		2	
R/L Arms	4	7	
R/L Legs	6	8	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	--
Extra Limbs (1 set)	RT/LT	2	2
Rotors	2RT/3LT	5	5
4 Heat Sinks	2RT/2LT	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Medium Laser	RA	1	1

Notes: Features the following Design Quirks: Distracting (Insectoid VTOL form), Exposed Actuators, Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Jettison-Capable Weapon (Right Hand), Low Profile, Non-Standard Parts, VTOL Rotor Arrangement (Dual Rotor).
Credit: Glitterboy2098

Notable *Cazadors*:

***Cazador* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Wisp	Common	ReconMech	Reg (3/4)	Scout	Prim. Wasp/Donar Helicopter

Type H Charger (Quad MiniMech)

Summary

The Type H Charger is a heavy, quadrupedal, battlesuit-scale drone fielded rarely among the Syberian AutoMech factions…

Wait. Let me back up for a moment here.

To be frank, “drone” may be an incorrect term here, because robotic units like this one are, in fact, driven by a scaled-down version of the same AI systems seen in Syberia’s other AutoMechs. So, we have decided to call these automated, suit-sized units “MiniMechs” for now, even though they are often carried, deployed, and in some ways reliant on, the same cargo-transporting units that can launch other ultralights. Ultimately capable of autonomous function and decision-making, the most drone-like thing about these MiniMechs lies in their need to stay relatively close to a “master” command unit (which is almost always the one that carries them). We suspect this requirement may be due to a need for periodic code updates, perhaps for processes that are either too large or complex to store directly in their smaller control centers. But even if that’s so, such communication is clearly not a contiguous requirement, as the use of ECM suites and the like does not leave a MiniMech paralyzed in the field.

MiniMechs are too small for conversion systems, and—as noted above—are typically carried into battle by larger units with the cargo space to do so, much like the other ultralight drones we have seen. That being said, the Charger type appears to be a heavier upgrade (or perhaps a progenitor) to the much more common Pouncer types, as both MiniMechs share certain similarities in their chassis aesthetics.

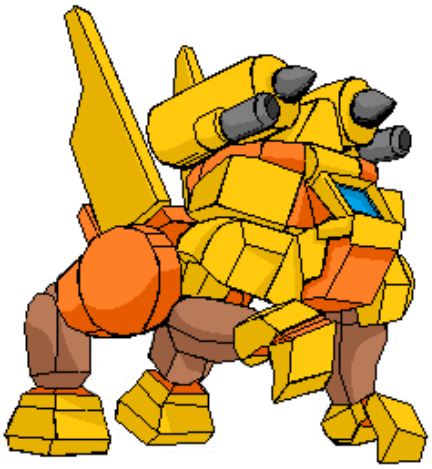
By which I mean the Charger and the Pouncer both resemble nothing so much as large, robotic, felines.

Given its typical weapons load consists of a pair of machine guns and some form of electronic warfare system, we think the Charger was originally built to serve in an anti-infantry reconnaissance role. But as it also boasts some of the heaviest armor we’ve seen on a MiniMech (save for the heavier Stomper and Thug types), it’s just as likely that these units were meant to serve in more of a marine capacity, on board ships and inside structures.

Whatever the case, Charger MiniMechs appear to have been supplanted by a range of other units that are either more capable or just easier to come by.

Variant Configurations

As has been noted, Chargers tend to vary only in their choice of electronic warfare systems. The more common version sports a lightweight version of the Beagle probe, with an added pair of one-shot rocket tubes that may have been intended more for dropping signal smoke and flares than any other combat ordnance. The other common version, in comparison, uses an ECM suite and a basic form of active camouflage to vanish from sight.



Type: **Type H Charger**
Technology Base: AutoMech (Battlesuit)
Mass: 1,500 kg
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
AToW BAR Values: 9/8/8/8; E/I/C: 0/0/0

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic (Quad)		400
Motive System:			
Ground MP:	4		160
Manipulators:	None		0
Armor:	Advanced Standard	5	440
Armor Value:	11 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
H1 Configuration			
Machine Gun (50)	Body	1	100
Active Probe	Body	2	250
Machine Gun (50)	Body	1	100
Rocket Launcher-2 (OS)	Body	2	50
H2 Configuration			
Machine Gun (50)	Body	1	100
ECM Suite	Body	1	100
Camo System	Body	2	200
Machine Gun (50)	Body	1	100

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Charger Drones:

Charger Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Chomper Drone	H1	ReconMech	Vet (2/2)	Scout	Fenrir BA/None
Night Charger Drone	H2	NinjaMech	Vet (1/2)	Infantry-AntiMech	Fenrir BA/None

Chopper (VTOL AutoMech)

Summary

Of all the most widely used ground support units in the armies of the Inner Sphere and the Clans, VTOLs are almost usually seen as the flimsiest (after conventional infantry, anyway). Their biggest weaknesses generally lie in their limited weight capabilities, and in the fragile rotors and fans used to lift them into the skies—components that tend to be disproportionately large and exposed. Centuries of war have thus proven that the VTOL, be it a helicopter or a vectored-thrust tilt-wing craft, must therefore rely on speed and distance to survive on the modern battlefield.

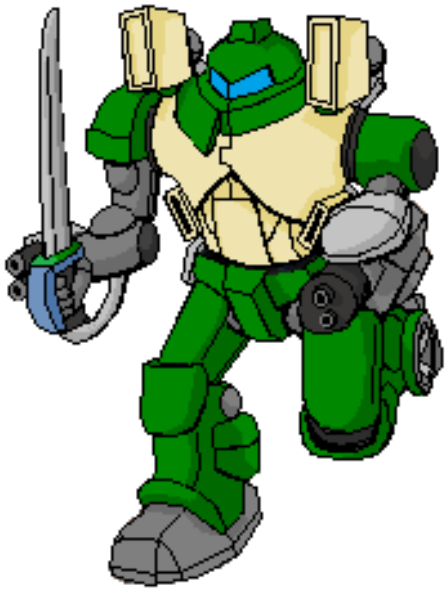
In developing their convertible "VTOLMechs," it would seem the Syberians found a way to give such vehicles the very resilience they've always lacked.

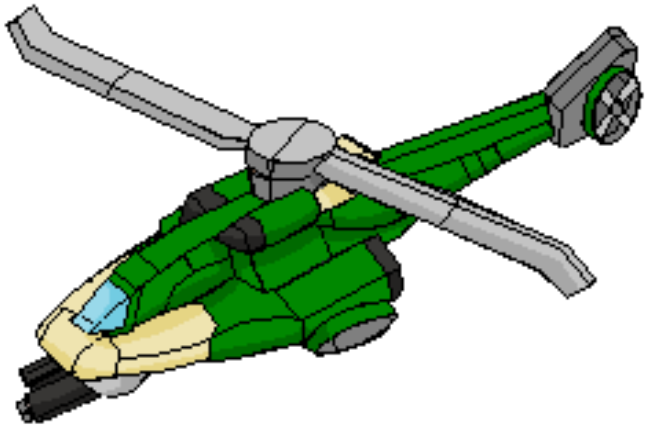
As one such airborne attack unit, the *Chopper* AutoMech is a prime example of how transformative this development can be. By BattleMech standards, this unit is sluggish for its weight class, but it makes up for that with thick armor and an impressive weapons load. In its VTOL form, its rotor system is fantastically sturdy, capable of soaking damage that would instantly down any craft like it back in the Inner Sphere.

The common loadout for this AutoMech type centers on a quartet of lasers and a Beagle-equivalent active probe for spotting hidden units. A five-ton vibroblade, usable only in BattleMech mode, provides a savage edge—no pun intended—in close combat, whether it is activated for maximum damage, or de-powered for finesse. Combined with the *Chopper*'s impressive armor, these features make it an ideal brawler when it needs to be.

Variant Configurations

We've identified no significant variations in weaponry and equipment used by the *Chopper* units witnessed to date. But what we *have* noticed is a curious occurrence of cosmetic variation beyond mere colors and detailing, at least when operating in their helicopter modes. In their VTOL forms, most *Chopper*s take on an appearance evocative of the Clan-made Balac (which, it need not be said, is a design the Syberians have never encountered). But others, it seems, favor the look of the Cyrano of First Star League fame. The differences, we think, are indicative of differing factories of origin; more of the AutoBoP-aligned factions field Cyrano-style *Chopper*s than do the DemoCons, who favor those of the Balac-like format.





Type: **Chopper**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment		**Mass**
Internal Structure:		5
Conversion Eqpt:	VTOL	7.5
Engine:	200	8.5
Walking MP:	4	
Running MP:	6	
VTOL MP ('Mech):	4	
VTOL Cruise MP:	6	
VTOL Flank MP:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor:	168	10.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	16	19
Center Torso (rear)		12
R/L Torso	12	15
R/L Torso (rear)		9
R/L Arms	8	16
R/L Legs	12	24

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	--
Rotors	2RT/2LT	4	4
2 Double Heat Sinks	2RT/2LT	6	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
Medium Vibroblade	RA	2	5
Beagle Active Probe	CT	2	1.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Jettison-Capable Weapon (Right Hand).

Notable *Rotors*:

***Rotor* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Trapspringer-Two	Common	CommandMech	Elt (0/0)	Spec Ops, Officer	Cuirass/Cyrano VTOL
Battle Chopper	Common	ArtilleryMech	AbvAvg (3/4)	Infantry	Cuirass/Balac Strike VTOL
Drop Chopper	Common	ReconMech	Reg (3/4)	Scout	Cuirass/Balac Strike VTOL

Coaster (Hover AutoMech)

Summary

Although the AutoBoP faction—which deploys it almost exclusively—prefers to use the *Coaster* as a shallow-water naval craft, this AutoMech is actually designed to convert into a hovertank. As one of just a few models of this type, the *Coaster* enjoys the benefits of a hovercraft's speed while in its vehicular mode, but with the enhanced durability of a BattleMech—albeit one of limited mass. Because hovers work best when there's minimal ground clutter, most such units typically excel in open terrain regions such as deserts, badlands, and grassy steppes, all of which can be found in abundance, especially on worlds like post-apocalyptic Syberia. But they're also great on watery surfaces—at least, as long as they can keep moving.

It was, of course, some surprise to us that there were any convertible, aquatic-mode AutoMechs on Syberia at all. Autonomous ships to help such units cross the planet's small seas like ferries, maybe, but for some reason we just didn't imagine 'Mech forms dedicated to such environs. Not until we encountered the *Coaster*s, that was. And so it was through the discovery of these odd shoreline patrol units that we eventually learned of a whole ecosystem of surface and submersible AutoMechs that included the likes of the *AutoShark*, *Ironfish*, and the *Minnow*.

Unlike truly flight-capable AutoMechs, which make use of high-power thrusters and rotors that remain at least partially operational in BattleMech mode, HoverMechs like the *Coaster* rarely demonstrate any special mobility advantages in their 'Mech forms beyond the basics of walking and running. The lifting capabilities of hover fans and air skirts simply cannot compete with the radical changes in the unit's center of gravity when it assumes a form with such vertical weight distribution. The installation of jump jets may easily offset this, but we've yet to encounter any HoverMechs that deploy such systems.

Likely due to their preferred environs, *Coaster*s come equipped with enhanced sensory capabilities that include limited-range sonar as well as high-intensity, close-range surface radar. Combined with their high mobility in hovercraft mode, this makes them excellent shore patrol craft. It also helps when they assume BattleMech mode in some of Syberia's more swampy river basins, where foliage and murkier waters might conceal ambushers at every turn.

Variant Configurations

While we have noticed features of the *Coaster*'s engineering that would allow for rapid reconfigurations in the field, the rarity of these units has left us with no clearly confirmed variations on what appears to be their most common payload: a pair of high-efficiency Streak SRM packs, with CASE-protected magazines.

Type: **Coaster**
Technology Base: Syberian (Experimental)
Tonnage: 55

Equipment			**Mass**
Internal Structure:			5.5
Conversion Eqpt:	Hover		8.5
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Hover Cruise MP:	7		
Hover Flank MP:	11		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	15	
Center Torso (rear)		8	
R/L Torso	13	12	
R/L Torso (rear)		6	
R/L Arms	9	12	
R/L Legs	13	14	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	--
Hover Fans	RA/RL/LA/LL	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Streak SRM-6	RA	2	4.5
Ammo (Streak SRM-6) 15	RA	1	1
CASE	RT	1	0.5
CASE	LT	1	0.5
Streak SRM-6	LA	2	4.5
Ammo (Streak SRM-6) 15	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Improved Sensors, Modular Weapons, Jettison-Capable Weapons (Hands).

Notable *Coasters*:

***Coaster* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Coast Diver	Common	ArtilleryMech	Reg (4/5)	Infantry	Axman-2N/Maxim Hovertank
Sea Coaster	Common	ReconMech	Elt (0/1)	Scout	Axman-2N/Maxim Hovertank

Compactor (Wheeled AutoMech)

Summary

The *Compactor* AutoMech. What to say about this one? Heavy and slow, but well protected for an industrial-grade machine, this would make for a fine defensive line unit...if so much of it wasn't centered on the collection and disposal of junk.

That's right, this fine piece of JUniCom engineering is basically an autonomous, transforming, garbage truck.

In all fairness, this mission was not likely what the *Compactor*'s creators had in mind when they developed it. Built around an improved industrial chassis, and equipped with both a lift hoist, and a pair of multi-ton storage bays on tiltable beds, this AutoMech's original role was likely that of a salvage and recovery vehicle for heavy equipment that could also be employed as a general-purpose bulk cargo hauler. With heavy duty usage in mind—undoubtedly due to the numerous exotic environments most off-world robots were expected to handle—it is well protected by reinforced industrial plate that is easily as effective and penetration-resistant as any BattleMech's armor. Even its major joints have been proofed against flying debris, foreign contaminants, and shrapnel. All of this makes for a rugged and robust working machine.

Those features alone would easily explain why the design was reworked for combat duty at some point with battlefield-grade target-tracking systems installed, while a fair portion of its mass was redistributed to weaponry. But where things get weird is that this AutoMech—like many of those in the JUniCom faction—seems more content to haul scrap metals and other salvage about than it is to engage in battle at all. It is almost as if the JUniComs, perhaps in their efforts to maintain neutrality in the widening Syberian conflicts, only started arming their units begrudgingly, and wrote this same reluctance to fight into their AIs as well.

And so, we have another class of convertible heavy AutoMechs here that are happier collecting junk than they are to take up arms in any fashion. In fact, the *Compactor* known by the name Wrecker Prime is a supremely grimy, oil-stained paragon of this philosophy; the effective leader of the JUniCom army in rank, this unit is known to sing silly songs—aloud, yet to itself—when hauling or dragging debris around the airless world it calls home.

Even if said debris happens to be the remains of fellow AutoMechs!

Variant Configurations

As with most JUniCom units, the paradoxical ease of maintenance, combined with the tendency to use any old scrap for parts in a pinch, has given the *Compactor* a range of variants that merely *look* different from one another on the surface, while remaining functionally identical. That even their heads can be easily swapped—thanks to their own form of the Inner Sphere's full-head ejector systems—means that most *Compactor*s, no matter how wrecked, can often be rebuilt to JUniCom specs with alarming regularity.

Which is one more way in which the *Compactor* is just plain weird, because despite all of that, we've yet to confirm any real variants among them at all.

Type: **Compactor**
Technology Base: Syberian (Experimental)
Tonnage: 65

Equipment		**Mass**
Internal Structure:	Imp. Industrial	13
Conversion Eqpt:	Wheeled	10
Engine:	130	4.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Wheeled Cruise MP:	3	
Wheeled Flank MP:	5	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Heavy Industrial):	200	11.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	22
Center Torso (rear)		13
R/L Torso	15	18
R/L Torso (rear)		9
R/L Arms	10	18
R/L Legs	15	25

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
5 Heat Sinks	2RT/CT/2LT	5	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Scrounger Configuration			
Hatchet	RA	5	5
Medium Laser	RA	1	1
Lift Hoist	RT	3	3
Cargo (4 tons)	RT	4	4
Dumper	RT	1	0.5
Cargo (4 tons)	LT	4	4
Dumper	LT	1	0.5
Ammo (SRM-2) 50	LT	1	1
Medium Laser	LA	1	1
SRM-2	HD	1	1

Notes: No turret in Vehicle Mode; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Jettison-Capable Weapon (Right Arm), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Protected Actuators, Poor Performance, Non-Standard Parts, Trailer Hitch (Vehicle Mode Only)

Notable *Compactors*:

***Compactor* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Wrecker Prime	**Scrounger**	**CommandMech**	**Vet (2/3)**	**Merchant, Officer**	**Axman-1N/HQ Vehicle***

*Shortened

Crocodillo (Bestial AutoMech)

Summary

Much like the *Bicephalus* models it is often paired with in the field, the *Crocodillo* is a bestial AutoMech type clearly developed to resemble some of the more monstrous creatures that may or may not have existed on Syberia prior to the extinction of its human inhabitants. Although favored more by the PresiDom faction, some models of this unit have also shown up in the ranks of their DemoCon partners. On the DemoCon *Crocodillo*s, we've spotted mounting points along the design's chassis, typically at the edge of joints or between major armor plates, that we have identified as soft anchor points. As this is a hallmark of those machines designed to mount some form of rubbery, polymer "pseudo-hide," we feel confident that these DemoCon units originated in PresiDom factories. Most PresiDom *Crocodillo*s, meanwhile, have sported synthetic skins that appear alternately as either reptilian scales or flexible banding. Combined with their typically hind-heavy quadruped forms, the result is something that so much resembles the crocodillos found on some worlds back home that we could hardly call them anything else.

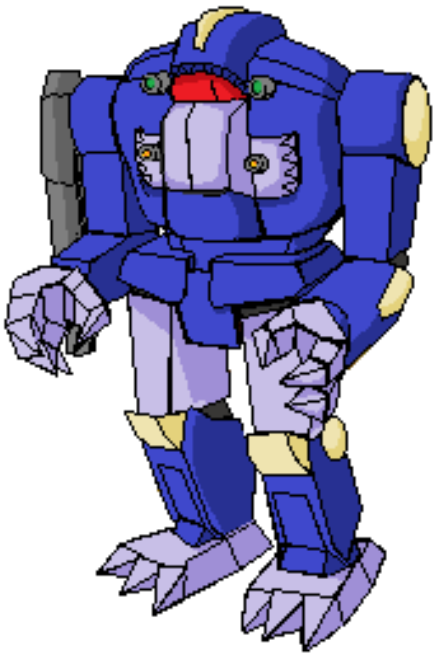
Possibly developed from the same core specs as the *Bicephalus*, the *Crocodillo*'s quad form is remarkably small and compact when compared to its BattleMech-mode silhouette. Moreover, a curious feature of their conversion process—one we also noted on other bestial-types like the *Bicephalus* and the *Grimdark*—appears to shift the machine's center of gravity backwards as it switches from biped to four-legged mobility. The primary benefit of this is the way in which it enables such AutoMechs to achieve a greater stability when executing forward-facing physical attacks. Although the result is not quite the same as simply rising up to punch like a humanoid, this capability does give the bestial form what we have been calling a "semi-quad mode."

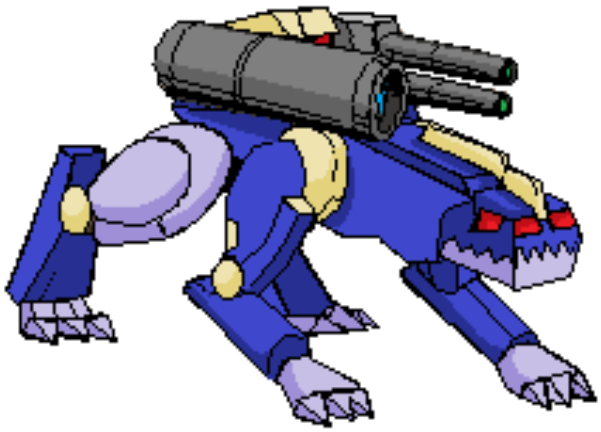
The actual benefits of these semi-quad AutoMechs have over more conventional quadrupeds might seem somewhat iffy, at best. But in the *Crocodillo*'s case, it seems as though its Syberian designers chose to lean into it (no pun intended) when they adapted them for combat. By replacing the typical hand actuators with battle-ready claws—and often adding an equally effective tail weapon to the mix as well—most of these machines can act as utterly savage 'Mech shredders once they reach melee range. We believe they can also make for good engineering and demolition units for the same reasons, but find it unlikely that this was what the PresiDom faction was going for at the time.

Unsurprisingly, most *Crocodillo*s tend to be deployed as close-in brawler units, relying on friendly cover fire or thick terrain clutter to close in with their intended targets.

Variant Configurations

Leaving aside the cosmetic distinctions of their pseudo-hide coverings (if any), we've identified only two major *Crocodillo* configurations in the field. Where both make use of claws, the ones that mount tails are the most undergunned, with only a single pulse laser and flamer available to deal with anything that manages to keep away from them. The tailless versions, by comparison, commonly sport at least one long-range energy weapon—typically a large laser—backed up by paired medium- and short-ranged beams and flamers.





Type: **Crocodillo**
Technology Base: Syberian (Experimental)
Tonnage: 45

Equipment			**Mass**
Internal Structure:			4.5
Conversion Eqpt:	Bestial		2.5
Engine:	225		10
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	112		7
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	14	12	
Center Torso (rear)		6	
R/L Torso	11	10	
R/L Torso (rear)		5	
R/L Arms	7	14	
R/L Legs	11	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	--
Heat Sink	RT	1	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Blotter Configuration			
Claw	RA	3	3
ER Large Laser	RA	2	5
Medium Laser	RT	1	1
Flamer	RT	1	1
Medium Laser	LT	1	1
Flamer	LT	1	1
Claw	LA	3	3
Shredder Configuration			
Claw	RA	3	3
Medium Pulse Laser	RA	1	2
Tail	CT (R)	2	6
Claw	LA	3	3
Flamer	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact (Quad Mode only), Distracting (Monstrous Quad Form), Low Profile, Non-Standard Parts, Semi-Quad

Notable *Crocodillos*:

***Crocodillo* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Blotinator	**Blotter**	**ArtilleryMech**	**Vet (2/3)**	**Infantry**	**Lineholder/Barghest (Micro)**
Shredator	**Shredder**	**NinjaMech**	**Vet (1/2)**	**Infantry-AntiMech**	**Lineholder/Barghest (Micro)***
Cruncher	**Shredder**	**ArtilleryMech**	**Vet (2/3)**	**Infantry**	**Lineholder/Barghest (Micro)***

*This unit has a tail in Quad Mode

Cycler-C/D (Aerofighter AutoMech/Drone Fighter)

Summary

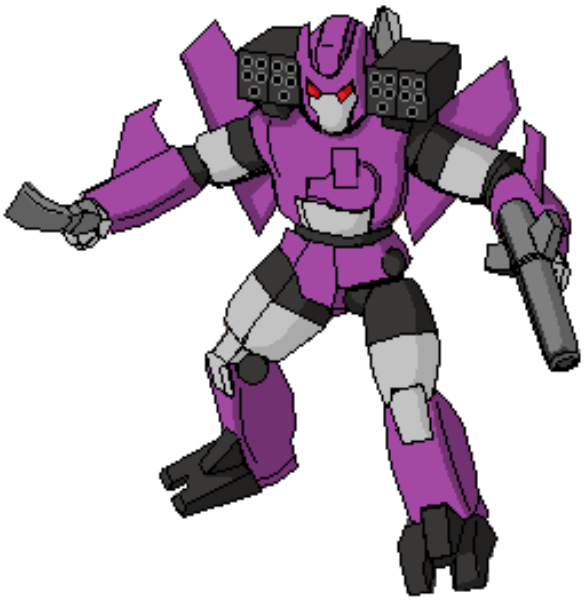
The origins of the *Cycler-C* AutoMech and its fighter-mode drone companions (*Cycler-D*s) is, frankly, a mystery. The current working theory is that they—and the *Sweeper-C/D* units we often see them acting in concert with—were part of a late-stage experimental project for new centralized command system the DemoCon faction was working on just before its human masters perished. An equally possible alternative is that they are a remnant of some other faction the DemoCons conquered and sublimated somewhere along the way. Whatever the case, these units are a curious variation on the other known commander-and-drone technologies we've witnessed among the likes of the "greater *VeeMech* group" and their ultra-light companions. Key to this difference lies in the fact that the *Cycler*s and *Sweeper*s share the same framework as one another, resulting in an array of clone machines that all operate with a unified "mind," led by a single unit that is nigh impossible to pick out from the rest of its crowd.

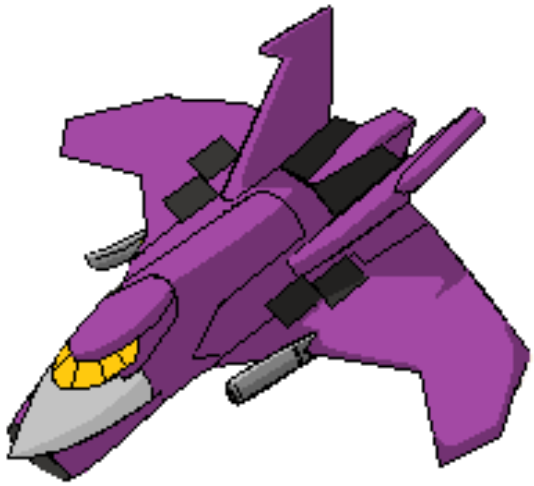
This convergence in design specs is particularly pronounced with the *Sweeper* series, but a strange fault in manufacturing—which heavily supports the "experimental project" theory noted above—has left the *Cycler-C*s and *Cycler-D*s with *one* key differentiation between them (beyond mere payload variations, that is). For some systemic reason, the latter models *cannot* convert out of their fighter modes.

Automated manufacturing may be replenishing their ranks, and the various technical support AutoMechs in the DemoCon ranks may be capable of affecting repairs on all other units, but it seems that a flaw in the construction process along the *Cycler-D*s' line has resulted in the drone units rolling off their lines in permanent fighter mode, while every core spec and diagnostic insists that nothing at all is wrong with them. Wreckage of downed drones has clearly proven the fact *Cycler-D*s possess the same BattleMech components and the basic means to transform as their command counterparts, but something inherent to their engineering interferes with the process. As a result, *Cycler-D*s are always encountered in fighter mode, but the *C*s can engage their enemies in the skies or on the ground as they please.

Variant Configurations

In addition to the obvious flaws and limitations of the *Cycler-D*s when compared to the capabilities of the *Cycler-C*s, we have also noticed that the two versions differ in weaponry as well. The *C*s' payloads center their destructive potential on an extended-range laser backed up by four medium-sized rocket pods and a retractable blade, while the *D*s' use of just two standard large lasers. The use of less advanced primary weapons and deletion of a melee blade on the "broken" D variant could be a sign that the DemoCons simply adapted to its handicap, opting for the cheaper solution of less sophisticated weapons, rather than trying to solve a failure that their human creators never did.





Type: **Cycler-C/D**
Technology Base: Syberian (Experimental)
Tonnage: 45

Equipment			**Mass**
Internal Structure:			4.5
Conversion Eqpt:	Aero		7
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	8		
Safe Thrust:	8		
Max Thrust:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	14		0
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	10	
Center Torso (rear)		7	
R/L Torso	11	10	
R/L Torso (rear)		5	
R/L Arms	7	10	
R/L Legs	11	10	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
2 Double Heat Sinks	RT/LT	6	--
4 Jump Rockets	RL/RT/LT/LL	8	4

Weapons and Ammo	**Location**	**Critical**	**Mass**
Cycler-C Configuration			
Small Vibroblade	RA	3	3
2 Prim. Rocket Launcher 10s	RT	2	1
2 Prim. Rocket Launcher 10s	LT	2	1
ER Large Laser	LA	2	5
Cycler-D Configuration			
Large Laser	RA	2	5
Large Laser	LA	2	5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Nonfunctional Item (Conversion System, -D model only), Atmospheric Flyer, Improved Communications (-C model only), Jettison-Capable Weapons (Hands), Nimble Jumper, Code-Bonded (-D model only; Unit may only operate within 1,000 km of its designated air-command unit)

Notable *Cyclers*:

***Cycler* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Cyclone Alpha	Cycler-C	CommandMech	Vet (1/2)	Infantry, Officer	No-Dashi/Jagatai
Cyclone Drone	Cycler-D	GruntMech	Reg (4/5)	Minimal	None/Jagatai
Funnel	Cycler-C	CraftsMech	Vet (2/3)	Engineer	No-Dashi/Jagatai

Cynofelis (Bestial AutoMech)

Summary

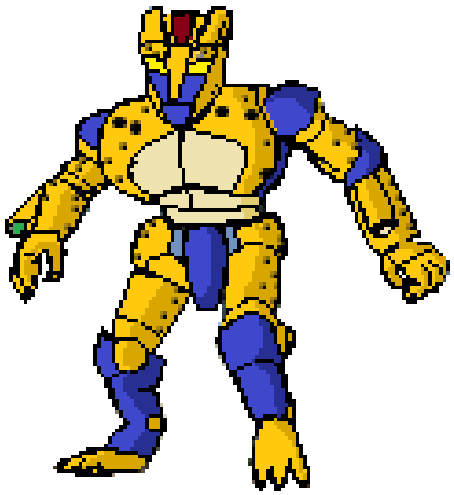
The *Cynofelis* is the AxiMaL faction's scout and fast response chassis, and is quite possibly the fastest ground-mobile AutoMech still in use by the Syberian factions. Only twenty tons in mass, and modeled to present the smallest silhouette possible in either mode, it can easily be mistaken for a ProtoMech. Styled to mimic some of the Inner Sphere's big cats, including terrestrial cheetahs, leopards, jaguars, and pumas—their typical pseudo-hide cosmetics include whiskers, claws, and tails—all of which appear particularly authentic, but are far too flimsy to provide any practical advantages in combat.

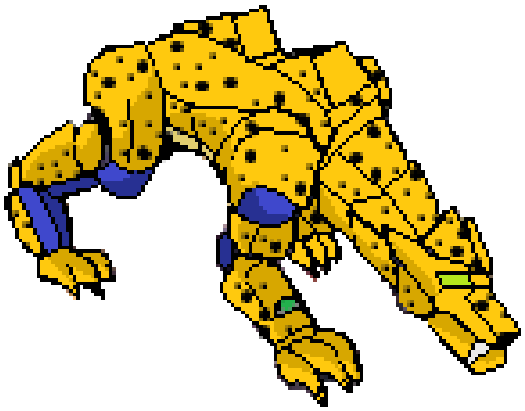
To achieve both their minimized size and remarkable land speeds that readily exceed 190 kilometers per hour, *Cynofelis* AutoMechs possess limited armor and firepower. Even mid-sized lasers and lighter autocannons can pierce their armor in a single shot, while their own armament may barely even scratch most larger units.

*Cynofelis*es are frequently found responding to hostile incursions around Axilum, where they help guide the heavier and slower defenders following behind them. When deployed as independent scouts and couriers, though, this AutoMech type is far more apt to flee than fight without backup.

Variant Configurations

To date, we've observed no significant variations on the payload or capabilities of the *Cynofelis*. The *Panthera*-class, given its strikingly similar appearance, was initially thought to be a *Cynofelis* variant, before further analysis revealed it to be a completely different (and heavier) chassis type.





Type: **Cynofelis**
Technology Base: Syberian (Experimental)
Tonnage: 20

Equipment			**Mass**
Internal Structure:			2
Conversion Eqpt:	Bestial		1
Engine:	180		7
Walking MP:	9		
Running MP:	14 (18)		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	32		2
	Internal Structure	*Armor Value*	
Head	3	4	
Center Torso	6	4	
Center Torso (rear)		2	
R/L Torso	5	3	
R/L Torso (rear)		2	
R/L Arms	3	3	
R/L Legs	4	3	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	--
3 Heat Sinks	2RT/1LT	3	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Medium Pulse Laser	RA	1	2
Supercharger	CT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact, Distracting (Animalistic Form), Low Profile, Non-Standard Parts
Credit: Glitterboy2098

Notable *Cynofelises*:

***Cynofelis* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Cynofelis	Common	ReconMech	Vet (1/2)	Scout	Procyon (Biped)/Procyon (Quad)

Dancer Recon Drone (Aerial Ultralight)

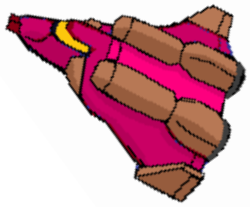
Summary

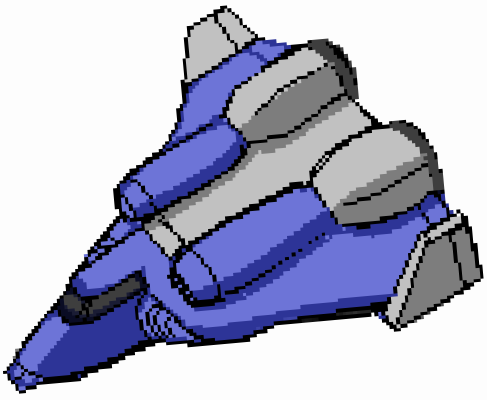
The Dancer type recon drone is likely an early model remote drone intended for use with *Sounder* class AutoMechs. Possibly introduced at or about the same time as the Tankette type ultralight drone, given their relative frequency, the Dancer uses a recon camera and a pair of man-portable TAG laser systems to scout out enemy positions, and paint them for missile and artillery attacks. While also armed with a pair of heavy SRM launchers, these weapons are mostly used in a defensive nature, or—with the use of colored smoke rounds—as a supplemental way to mark locations.

While generally effective for its role, the Dancer drone's limited fuel and light polymer armor limits its endurance and survivability. As a result, very few of these ultralights have lasted long enough to improve their skills and earn the respect of their teammates. Those that do have demonstrated their mastery of the first rule of scouting: never let anyone know you're there.

Variant Configurations

The only Dancer variant that we've found worth mentioning is one that swaps the two Light TAG systems (and slightly reduces the unit's fuel capacity) in favor of a pair of support lasers. This version typically acts as either an escort for the more common TAG version or as a hunter of other ultralight flight drones. The increase in firepower is dubious, however, as the unit still doesn't have the armor to survive more than a single hit from small arms fire.





Type: **Dancer Recon Drone**
Movement Type: Fixed Wing (Small)
Equipment Rating: E/X-X-X/D
Mass: 2 tons

Equipment		**Mass**
Chassis:		320kg
Engine/Controls:	Robotic	200kg
Type	Fusion	
Safe Thrust	4	
Max Thrust	6	
Structural Integrity:	4	
Fuel:	50	750kg*
Armor Factor (BAR 2):	5	65kg
	Armor Value	
Nose:	2	
R/L Wing:	1/1	
Aft:	1	

Weapons and Ammo	**Location**	**Slots**	**Mass**
Spotter Configuration			
Basic Fire Control	—	0	4kg
Recon Camera	Nose	1	500kg
2 Man-Portable TAG (80)	Nose	2	48kg
Heavy SRM Launcher (2)	R. Wing	1	56kg
Heavy SRM Launcher (2)	L. Wing	1	56kg
Hunter Configuration			
Basic Fire Control	—	0	10kg
Recon Camera	Nose	1	500kg
2 Support Lasers	Nose	2	144kg
Heavy SRM Launcher (2)	R. Wing	1	56kg
Heavy SRM Launcher (2)	L. Wing	1	56kg

Crew: None
Cargo: 1kg (Spotter), 4kg (Hunter)

Notes: Features VSTOL chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit); *Reduce to 43 fuel points, at 645kg, for the Hunter Configuration
Credit: RifleMech for Original Design and Fluff

Notable Dancers:

Dancer Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Rain Dancer Drone	Spotter	ReconMech	Vet (1/2)	Scout	NA/Sai (Micro)
Sky Dancer Drone	Hunter	ReconMech	Reg (2/3)	Scout	NA/Sai (Micro)

Deconstructor (Non-Convertible AutoMech)

Summary

As one of just a few super-heavy AutoMechs known to exist on Syberia, the *Deconstructor* class is nothing short of a titan unto itself. Although other superheavies, like the *Fortress* class, have also been sighted in the ranks of the two major Syberian power blocs, the *Deconstructor* is remarkable in that it is a non-convertible design, devoted exclusively to mobile combat. But the particularly confusing part, to us, is how much this model looks less like a single, unified machine, and more like an unholy combination of smaller 'Mechs. In fact, one particularly notorious *Deconstructor*—known specifically as Destroyer—resembles nothing so much as five *UrbanMech*s merged into a composite of domed heads, legs, and gun muzzles.

And, damn me for saying this, but it pulls that look off *gloriously*!

Eighty tons of weaponry and ammunition—over half the 'Mech's total weight—are available to this monstrosity of a chassis, which is also roomy enough to encapsulate all of it. And this is all while maintaining average assault 'Mech mobility *and* armor thick enough to shrug off multiple direct hits from heavy artillery. As a non-convertible AutoMech, the *Deconstructor* can take advantage of weight saving tech such as extralight fusion engines and endo-steel structure—bulky equipment that would render the design unable to change between forms in combat.

Fortunately, these superheavy *Deconstructor*s—much like their convertible counterparts of the *Fortress*-class chassis—are an exceedingly rare sight on the battlefield. This could be suggestive of their immense resource costs to build and maintain, or simply a result of the same kind of preferential targeting that has nearly exterminated the *BomberMech*. Coupled with their great bulk and sluggish mobility, this has led to most of them being held in reserve, where they can either defend vital objectives—often by the sheer deterrence of their presence—or act as artillery support.

Variant Configurations

*Deconstructor*s are so rare and so distinctive that it seems each one is a customized model unto itself. Nevertheless, we've identified four payload configurations of particular note, from the devastating DemoCon gun batteries known as Destroyer and Brutalizer, to the AutoBoPs' more protective Defender and Dominator. In addition to their sheer firepower and throw weight, each of these superheavy machines boasts a personality nearly as big as their bodies, with digitized voices that bellow across the field to deafening effect, even if they are merely commenting on the weather.

Type: **Deconstructor**
Technology Base: Syberian (Experimental)
Tonnage: 150

Equipment		**Mass**
Internal Structure:	Superheavy Endo	15
Conversion Eqpt:	None	0
Engine:	300 XL	9.5
Walking MP:	2	
Running MP:	3	
Jumping MP:	0	
Heat Sinks (Double):	18 [36]	8
Gyro:	Superheavy	6
Cockpit:	AutoMech	3
Armor Factor:	456	28.5

	Internal Structure	*Armor Value*
Head	4	12
Center Torso	45	58
Center Torso (rear)		30
R/L Torso	32	44
R/L Torso (rear)		20
R/L Arms	25	50
R/L Legs	32	64

Fixed Components	**Location**	**Critical**	**Mass**
Endo Steel	RT/CT/LT 2RL/2LL	7	--
6 Double Heat Sinks	3LT/3RT	12	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Brutalizer Configuration			
Arrow IV Launcher	RA	8	15
Ammo (Arrow) 10	RA	1	2
Ultra Autocannon/20	RT	5	15
3 ER PPCs	CT	6	21
Ultra Autocannon/20	LT	5	15
Ammo (UAC/20) 50	LA	5	10
2 Flamers	LA	2	2
Defender Configuration			
4 Large Pulse Lasers	RA	4	28
Ammo (Fluid) 40	RT	1	2
Gauss Rifle	RT	4	15
2 Fluid Guns	CT	2	2
Ammo (Gauss) 48	CT	3	6
Gauss Rifle	LT	4	15
Ammo (Fluid) 40	LT	1	2
2 ER Large Lasers	LA	2	10
Destroyer Configuration			
Long Tom Artillery Cannon	RA	8	20
ER Large Laser	RA	1	5
Gauss Rifle	RT	4	15
Ammo (LTAC) 20	CT	2	4
ER Large Laser	CT	1	5
PPC	CT (R)	2	7
Gauss Rifle	LT	4	15
Ammo (Gauss) 32	LA	2	4
ER Large Laser	LA	1	5
Dominator Configuration			
Binary Laser Cannon	RA	2	9
Large Pulse Laser	RA	1	7
Ammo (LRM 20) 24	RA	2	2
Double Heat Sink	RA	2	1
Binary Laser Cannon	RT	2	9
LRM 20	RT	3	10
3 Double Heat Sinks	CT	6	3
Binary Laser Cannon	LT	2	9
LRM 20	LT	3	10
Binary Laser Cannon	LA	2	9
Large Pulse Laser	LA	1	7
Ammo (LRM 20) 24	LA	2	2
Double Heat Sink	LA	2	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Difficult to Maintain, Distracting (Multi-'Mech Composite appearance), Improved Communications, Improved Sensors, Improved Targeting (All), Multi-Trac, Non-Standard Parts, Oversized, Protected Actuators, Rugged (2), Searchlight
Credit: Jason Coffey, for the awesome miniature

Notable *Deconstructors*:

Deconstructor **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Defender	Defender	ArtilleryMech	Vet (1/2)	Infantry	5 UrbanMechs*/NA
Supremis	Dominator	ArtilleryMech	Vet (1/2)	Infantry	5 UrbanMechs*/NA
Destroyer	Destroyer	ArtilleryMech	Elt (0/1)	Infantry	5 UrbanMechs*/NA
Brute Maximus	Brutalizer	ArtilleryMech	Elt (0/1)	Infantry	5 UrbanMechs*/NA
Menacer	Destroyer	ArtilleryMech	Vet (1/2)	Infantry	5 UrbanMechs*/NA

*An unholy combination, with 1 central UrbanMech, and 1 additional UrbanMech combined as appropriate for each limb.

Deltan (Aerofighter AutoMech)

Summary

The *Deltan* class AutoMech is the primary aerofighter unit used by the JUniCom faction of the Syberian system's innermost world. But while it is a common sight in the airless skies and orbital space over Junc, how such a machine achieved such prominence is a complete mystery, given its many, *many* deficiencies.

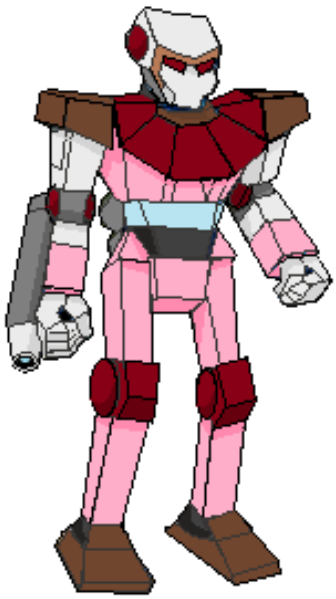
Built with all the hallmarks of JUniCom engineering, the *Deltan* is a paradoxical combination of irregular components and industrial-grade architecture, mated with a clever modularity that makes maintenance surprisingly easy. If one lacks the right parts—as tends to happen all too often—it can simply make do with alternatives after a minimum degree of adjustment. The results won't be pretty, of course, but JUniCom AutoMechs consider functionality far more attractive than any visual aesthetic. And, with the added survivability of the same full-head ejection system that's become a faction-wide standard, many *Deltan*s appear so ambivalent about their appearance of their chassis that they don't even bother with paint and detailing, as they know full well they are always one bad landing away from a total body replacement.

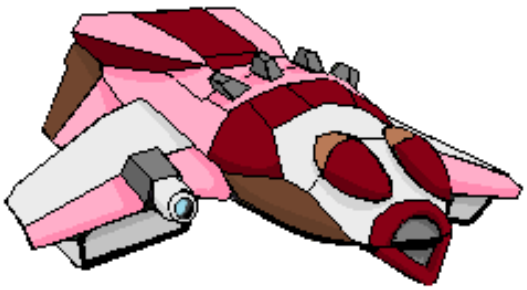
Regardless of how their onboard intelligences *feel* about themselves, however, the fact remains that the *Deltan* is an all-around inferior unit when compared to nearly every other Syberian-based aerofighter 'Mech in current use. Built light, but underpowered, they can barely achieve ground speeds much better than sixty kilometers per hour, or airborne accelerations beyond three Gs at maximum burn. Worse yet, it takes their power plants longer than usual to reach their maximum output, and poor aerodynamics prevents them from achieving stable flight inside an atmosphere of any significant density. Combined with the less-than-optimal protection of industrial plating, and questionable choices in armament, all of these factors make them a poor match for the *Glider* and *Saker* models seen on Syberia, despite their similarities in mass and engine performance. And in the Inner Sphere, I would wager that even the most desperate of Periphery states would pass on units like these.

But to the JUniCom? Well, none of that really seems to matter, because they can crank these things out by the squadron any time they like.

Variant Configurations

As is their wont, the JUniCom really don't seem to have a standard configuration when it comes to the *Deltan*, but their most common payloads seem to center on an internal bomb bay, and the biggest energy weapon they can cram in to back it up. Since they usually have only four tons in total to work with, the results tend to be about as impressive as one might expect.





Type: **Deltan**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment		**Mass**
Internal Structure:	Imp. Industrial	6
Conversion Eqpt:	Aero	4.5
Engine:	120	4
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	10	0
Armor Factor (Heavy Industrial):	72	4.5

	Internal Structure	*Armor Value*
Head	3	7
Center Torso	10	10
Center Torso (rear)		3
R/L Torso	7	9
R/L Torso (rear)		2
R/L Arms	5	7
R/L Legs	7	8

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	--
Landing Gear	RT/CT/LT	3	--
6 Heat Sinks	2LT/2RL/2LL	6	--
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Light PPC	RA	2	3
Bomb Bay (1 ton)	CT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flight Instability, Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts

Notable *Deltans*:

***Deltan* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Nine Cell	Common	Communicator	Vet (1/2)	Scout	Panther/Thunderbird Fighter

Dozer (Wheeled AutoMech)

Summary

The *Dozer* is fascinating if only because its primary function is distinctly industrial in nature, despite being built with military-grade equipment. In essence, this AutoMech is a dedicated battlefield engineering vehicle, with weaponry added mainly for defensive purposes.

Speed is not of paramount concern for most support units so long as they have the equipment and muscle to accomplish their designated tasks. The *Dozer* is no exception to this mindset, with a plodding gait in BattleMech mode, and a barely-average land speed in the more road-friendly vehicle mode. Extra care in its actuation points help to keep most of this machine's joints free from loose debris, while a modest level of military-grade armor plating helps mitigate damage from collisions and enemy fire alike.

The *Dozer*'s typical duties can run the gamut from terrain modification and demolition, to construction and the transportation of materials. As a result, units in this class tend to devote much of their fifteen-ton payload capacity to one or more pieces of heavy industrial equipment. Because most need to assume their vehicular modes in order to use such gear properly, it's not uncommon to encounter *Dozer*s that prefer to stay in their wheeled forms more often than other AutoMechs, lest their conversion systems be disabled while in 'Mech mode. Just imagine being so devoted to your work that you bolted tools to your body and spent every minute of your life worrying that one of those bolts might come loose!

(Wait. Did I just describe those bionic nuts the Word of Blake used back in the Jihad?)

Now, in the interests of thoroughness, there *are Dozer*s in the field that have been fully weaponized for battle. But these units tend to be few and far between when compared to the rest of their type—regardless of their factional alignment.

Variant Configurations

As noted above, most *Dozer*s seem to be configured for industrial and engineering support duties. We have identified some that appear to focus on the clearing and recovery of salvage, which we dubbed the "Scrapper" configuration. Others are more about the hauling of everything from debris and building materials, to chemicals and fuels—the "Hauler" and "Hoser" variants, respectively.

While most of these *Dozer*s tend to deploy in teams with other, similarly geared AutoMechs, the fully militarized versions, which we call "Wreckers," appear far less frequently, and almost never as part of an engineering team. Typically armed with a spread of weapons lighter than those found on a more dedicated tank, these units are instead paired up with larger comrades to reinforce their side's soldiery.

Type: **Dozer**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Wheeled		6
Engine:	120		4
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	12	12	
Center Torso (rear)		6	
R/L Torso	10	10	
R/L Torso (rear)		4	
R/L Arms	6	10	
R/L Legs	10	12	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	--
Wheels	RA/RL/LA/LL	4	--
6 Heat Sinks	3RT/3LT	6	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Scrapper Configuration			
PPC	RA	3	7
Medium Laser	RA	1	1
Bulldozer*	CT	1	2
2 Medium Lasers	LA	2	2
Salvage Arm	LA	2	3
Hauler Configuration			
Dumper	RT	1	0.5
Cargo (5 tons)	RT	5	5
Dumper	LT	1	0.5
Cargo (5 tons)	LT	5	5
Light PPC	LA	2	3
TAG	HD	1	1
Hoser Configuration			
2 Medium Pulse Lasers	RA	2	4
Cargo (4.55 tons, Fluid)	RT	5	5
2 Flamers	CT	2	2
Ammo (Fluid) 40	LT	2	2
Fluid Gun	LA	2	2
Wrecker Configuration			
Ultra AC/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
Medium Laser	RT	1	1
2 Small Lasers	CT	2	1
Ammo (SRM 2) 50	LT	1	1
SRM 2	LA	1	1
Medium Laser	LA	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Jettison-Capable Weapon (Right Hand), Protected Actuators, Trailer Hitch (Vehicle Mode Only); *Bulldozer can only be used in Vehicle Mode.
Credit: Luciora (for inspiring the Wrecker configuration)

Notable *Dozers*:

***Dozer* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Bug-Loader	Hauler	LaborMech	Reg (5/7)	Tech-Civilian	Apollo/Flatbed Truck
Dump Filler	Hauler	LaborMech	Vet (4/6)	Tech-Civilian	Apollo/Prime Mover
Mixer-Q	Hoser	Analyst	Vet (2/3)	Scientist	Apollo/Coolant Truck
Path Dozer	Wrecker	ArtilleryMech	Elt (0/0)	Infantry	Apollo/Ground Scout
Scooper	Scrapper	ArtilleryMech	Elt (1/2)	Infantry	Apollo/Turhan
Cargo-Dozer	Hauler	LaborMech	Vet (3/5)	Tech-Civilian	Apollo/Prime Mover
Mix-Dozer	Hoser	Analyst	Vet (2/3)	Scientist	Apollo/Coolant Truck
Scrap-Dozer	Scrapper	CraftsMech	Vet (0/3)	Engineer, Officer	Apollo/Turhan

Flybee Recon Drone (VTOL Ultralight)

Summary

Although supplanted in many Syberian drone-deployment forces by the much faster Spybird, the Flybee ultralight is a viable alternative for recon drones when cargo space is at a premium. It is likely because of this that they are heavily favored by the *Scoprios* AutoMechs found within the PresiDom army.

Classified technically as a VTOL, the Flybee mechanically functions more like an ornithopter in flight, with flapping wing vanes rather than large, whirling rotors. And because it is so small when compared to most AutoMechs, this ultralight drone ends up looking even more convincingly like a big insect than a real piece of battlefield hardware.

Like the Bike Drone and the Mite, Flybees use an intelligence system far less sophisticated than the ones found in almost every other AutoMech in the Syberia system. Effectively incapable of progressive learning, and completely void of personality, these units are exceptionally reliant on commands sent from their "parent" unit. This leaves them barely one step removed from remote-controlled drones, though they can still conduct basic surveillance and search-and-destroy tasks with a minimal amount of external direction.

As to the Flybee's primary mission type, we can only guess at the Syberians' intent. Armed with a pair of infantry-scaled semi-portable particle guns, while featuring a pair of manipulator claws and a cargo bay with more than a half-ton capacity, it is possible that these units were meant to hunt and capture humans or large fauna. While the first possibility might seem somewhat horrific, it would not be unreasonable to assume that such missions once may have been common before the Syberian peoples died out. The second option, of course, would also make sense, given the Flybee's apparent PresiDom origins. Many records we have found suggest that the PresiDom were fond of what they called "high stakes safaris," in which deadly fauna—natural or simulated—would be set loose within an area to be hunted down by wealthy "adventurers."

Variant Configurations

Flybee drones are rarely deployed, and almost never seen outside of PresiDom territories. Because of this, we've yet to identify any significant variations of these ultralights from the baselines described here.

Type: **Flybee Recon Drone**
Movement Type: VTOL (Small)
Equipment Rating: E/X-X-X/D
Mass: 2 tons

Equipment		**Mass**
Chassis:		800kg
Engine/Controls:	Robotic	212kg
Type	Fusion	
Cruise MP	7	
Flank MP	11	
Fuel:	—	0kg
Armor Factor (BAR 5):	6	192kg
	Internal Structure	*Armor Value*
Front:	1	2
R/L Sides:	1/1	1/1
Rear:	1	1
Rotor:	1	1

Weapons and Ammo	**Location**	**Slots**	**Mass**
Advanced Fire Control	—	0	8kg
2 Particle Cannons (Semi-Port.)	Front	2	80kg
2 Manipulators	Front	2	20kg
Cargo (688kg)	Rear	1	688kg

Crew: None
Cargo: 688kg

Notes: Features Environmental Sealing chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit), Non-Learner (May not improve Skills)
Credit: Glitterboy2098

Notable Flybees:

Flybee Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Flybee Drone	Common	ReconMech	Reg (4/5)	Scout	NA/Tyre (Micro)

Formacid (Bestial AutoMech)

Summary

The *Formacid* AutoMech is clearly based on the *Cazador* VTOLMech, but has been rebuilt instead for ground-based service. Where the former is a dedicated flyer known for elaborate engineering meant to make it appear like nothing so much as a gigantic wasp, the latter takes a more basic and bestial approach to resemble an ant of equally epic proportions.

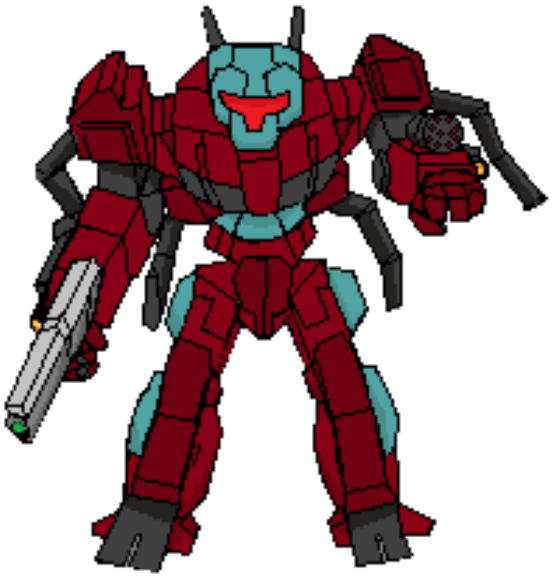
While the two insectoid AutoMechs share nearly identical BattleMech modes down to the structural level, the use of a far less sophisticated "quad" mode on the *Formacid* gives this model a lot more room for heavier armor and firepower. It also rendered unnecessary many of the more unusual features built into the *Cazador*, like its pseudo-ornithopter-style rotors and sound-changing equipment. The lack of these systems, as well as other meticulous refinements commonly used by the AxiMaL faction to make their units more convincingly organic, have led us to believe that the *Formacid* was likely developed by the PresiDom faction. Although the machine still bears some components meant to enhance the animalistic look of its alternate form—including extra pseudo-legs and purely cosmetic antennae—it doesn't quite reach the level of artistry seen in most AxiMaL "beast 'Mechs."

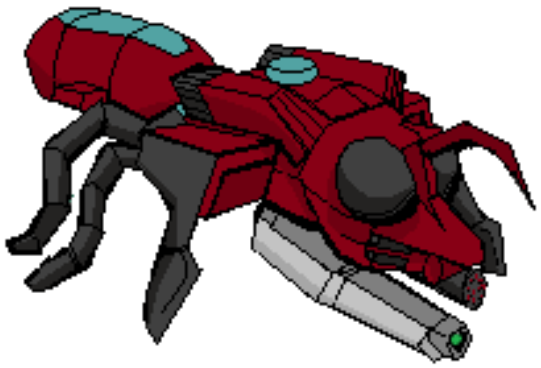
Given the clear ties in core components, we thus surmise that the *Cazador* was the first of the two created, and that the *Formacid* was derived from its airborne progenitor after the PresiDoms captured or copied the VTOLMech's manufacturing. The extensive reengineering to produce a similar machine, but with a totally different vehicular format, would have been beyond the creative capabilities of Syberia's robotic denizens alone. We therefore can be certain this occurred before their human creators went extinct. Otherwise, the *Formacid* would be a *Cazador* variant that simply refuses to fly.

However it came to be, the *Formacid*'s redesign has resulted in a tougher and more combat-viable foot soldier in the PresiDom's ranks, but not necessarily a *better* one. Much like the *Cazador*, the *Formacid*'s AI is demonstrably more simple-minded than most other AutoMechs, and it is prone to equally quirky behavior. An example of this is the relative ease with which many of this model can be misled or tricked into working against their own interests, or convinced by an adversary that they are, in fact, on the same side, often through little more than a few flippant remarks.

Variant Configurations

With a maximum potential payload of six tons after structure, engine, gyros, armor, and control systems, the *Formacid* has far more options for variants than the *Cazador*. To date, we have identified three major configurations, including an incendiary combatant, a multi-aspect support unit, and one that seems dedicated entirely to mining work. We have dubbed these the "fire ant," "worker ant," and the "tunnel ant," respectively.





Type: **Formacid**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	Bestial		1.5
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	80 (+20)		5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	10	9	
Center Torso (rear)		5	
R/L Torso	7	8 (+10)	
R/L Torso (rear)		4	
R/L Arms	5	7	
R/L Legs	7	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RT/LT	2	--
Extra Limbs (2 sets)	2RT/2LT	4	4
4 Heat Sinks	2RT/2LT	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Fire Ant Configuration			
ER Medium Laser	RA	1	1
Flamer	RA	1	1
Jump Jets	RT	2	1
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
Prim. Rocket Launcher-10	LA	1	0.5
Flamer	LA	1	1
Worker Ant Configuration			
SRM 4	RA	1	2
Ammo (SRM 4) 25	RT	1	1
Fluid Suction System	LA	1	1
Fluid Storage (1 ton)	LT	1	1
Medium Laser	HD	1	1
Tunnel Ant Configuration			
Mining Drill	RA	4	3
Mining Drill	LA	4	3

Notes: Features the following Design Quirks: Compact, Distracting (Insectoid Form), Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Jettison-Capable Weapon (Right Hand), Low Profile, Non-Standard Parts

Notable *Cazadors*:

***Cazador* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Emblazer	Fire Ant	ArtilleryMech	Vet (2/3)	Infantry	Prim. Wasp/Donar Helicopter*
Antagonizer	Worker Ant	NinjaMech	Vet (2/1)	Infantry-AntiMech	Prim. Wasp/Donar Helicopter*
Venger	Tunnel Ant	SpecMech	Reg (3/4)	Special Forces	Prim. Wasp/Donar Helicopter*

*Remove rotors; add 4 insectoid legs

Fortress (Emplacement AutoMech)

Summary

The super-massive EmplacementMech we have identified as the *Fortress* class is the biggest convertible AutoMech we have seen on Syberia. That this 200-ton monstrosity can transform and walk at all nearly defies explanation, and of those that do, they appear lucky if they can top twenty kilometers per hour at their fastest, most earth-punishing lumber.

Although it outmasses the colossal *Deconstructor* class by fifty tons, the technical limitations of its convertible systems forced the *Fortress*'s engineers to compromise on its mobility by installing the smallest standard-type fusion reactor they could. Only by doing so could they possibly free up enough weight to provide this walking leviathan with the kind of firepower and protection it so richly deserves. The result? A metallic hyper-titan with just twenty-five percent more armor, one-third of the mobility, and a mere *seven* tons more weapon space than its nearest contemporary competitor.

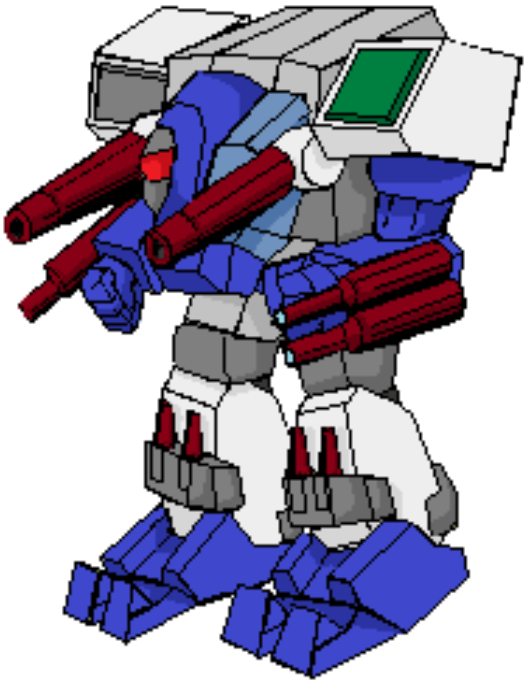
Back home, this would make the *Fortress* AutoMech a living example of just how steep the diminishing returns can be for the good old-fashioned "bigger is better" 'Mech design crowd. But for Syberia, it's just another reminder that the AutoMechs' creators were willing to bring just about *anything* to life, regardless of cost or practicality.

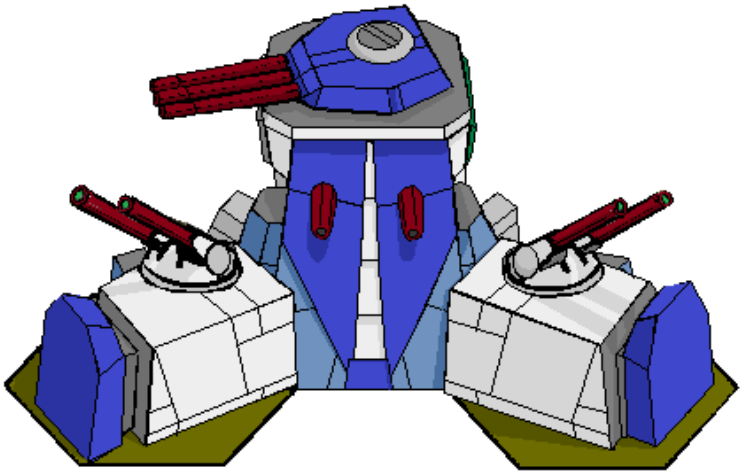
As BattleMechs go, the *Fortress* is more of a defensive deterrent than a front-line combatant. Thick armor protects all sides of this monstrosity well enough to withstand multiple Gauss rifle hits before the attacker can even hope to see its innards (head module excluded, of course), while batteries of long-distance weaponry promise a devastating punishment for those who try and test that. Meanwhile, an impressive array of secondary tactical computers, sensors, and communications suites make this machine a one-'Mech command hub, capable of analyzing and adapting to most battlefield threats in ways most other AutoMechs can only dream of approximating—that is, if they *could* dream.

In stationary emplacement mode, the *Fortress* practically remains as deadly as it does when mobile. Many, in fact, have become permanent bases over the centuries of Syberian conflicts, their conversion systems either rendered inert, or scavenged for parts to keep more viable units running.

Variant Configurations

Although their deployment is rare indeed, we have been able to ascertain at least three main payload variations of the *Fortress* class. Where the base version relies mainly on Gauss rifles and PPCs to keep enemies at bay, the assault variant centers its most destructive potential on a pair of Long Tom artillery cannons. A third configuration—which we call the guardian variant—embraces missiles and lasers as its primary armaments, while also sporting an Arrow IV missile launcher for close artillery support.





Type: **Fortress**
Technology Base: Syberian (Experimental)
Tonnage: 200

Equipment		**Mass**
Internal Structure:	Superheavy	40
Conversion Eqpt:	Emplacement	20
Engine:	200	8.5
Walking MP:	1	
Running MP:	2	
Jumping MP:	0	
Emplacement MP:	None	
Heat Sinks (Double):	10 [20]	0
Gyro:	Superheavy	4
Cockpit:	AutoMech	3
Armor Factor:	600	37.5

	Internal Structure	*Armor Value*
Head	4	12
Center Torso	60	60
Center Torso (rear)		60
R/L Torso	42	50
R/L Torso (rear)		34
R/L Arms	33	66
R/L Legs	42	84

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	--
2 Double Heat Sinks	RT/LT	4	--

Weapons and Ammo	**Location**	**Critical**	**Mass**
Base Configuration			
ER PPC	RA	2	7
2 Double Heat Sinks	RA	4	2
Gauss Rifle	RT	4	15
Ammo (Gauss Rifle) 32	RT	2	4
Double Heat Sink	RT	4	2
2 ER Medium Lasers	RL	1	2
Gauss Rifle	CT (R)	4	15
Ammo (Gauss Rifle) 8	CT	1	1
Double Heat Sink	CT	2	1
2 ER PPCs	LA	4	14
Double Heat Sink	LA	2	1
Gauss Rifle	LT	4	15
Ammo (Gauss Rifle) 32	LT	2	4
2 Double Heat Sinks	LT	4	2
2 ER Medium Lasers	LL	1	2
Assault Configuration			
2 ER PPC	RA	4	14
Double Heat Sink	RA	2	1
Long Tom Artillery Cannon	RT	8	20
Ammo (LTAC) 20	RT	2	4
2 Medium Pulse Lasers	RL	1	4
3 Double Heat Sinks	CT	6	3
2 ER PPCs	LA	4	14
Double Heat Sink	LA	2	1
Long Tom Artillery Cannon	LT	8	20
Ammo (LTAC) 20	LT	2	4
2 Medium Pulse Lasers	LL	1	4
Guardian Configuration			
4 Snub-Nose PPCs	RA	4	24
Double Heat Sink	RA	2	1
LRM 15	RT	2	7
Ammo (LRM-15) 32	RT	2	4
CASE	RT	1	0.5
Double Heat Sink	RT	2	1
2 ER Medium Lasers	RL	1	2
2 ER Large Lasers	CT	2	10
2 Double Heat Sinks	CT	4	2
Arrow IV Missile Launcher	LA	8	15
LRM-15	LT	2	7
Ammo (Arrow IV) 20	LT	2	4
2 Double Heat Sinks	LT	4	2
CASE	LT	1	0.5
2 ER Medium Lasers	LL	1	2
ER Large Laser	HD (R)	1	5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Command BattleMech, Difficult to Maintain, Distracting (Massive!), Improved Communications, Improved Sensors, Improved Targeting (All), Multi-Trac, Non-Standard Parts, Oversized, Poor Performance, Protected Actuators, Rugged (2), Searchlight
Credit: Wrangler, for configuration concepts

Notable *Fortresses*:

***Fortress* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Maxim Fortifica	Base	CommandMech	Elt (0/4)	Engineer, Officer	Jupiter/Buildings (3)*
Sentinel Omega	Guardian	ArtilleryMech	Elt (1/2)	Infantry	Mackie/Buildings (3)*
Juggernaut Scorpia	Assault	CommandMech	Elt (0/1)	Infantry, Officer	Jupiter/Buildings (3)*

*Central hex = 2 levels tall (plus Schrek PPC Turret); forward-side hexes = 1 level tall (plus Nuberu Turret), each.

Ghost (Wheeled AutoMech)

Summary

While it *is* one of the fastest wheeled AutoMechs in combat service (second only to the much smaller *Bug*, in fact), the *Ghost* looks like it was designed more for sport racing than it was for reconnaissance. Its BattleMech form is lithe and graceful, while its wheeled vehicle mode is a sleek, large-wheeled, ground-hugger. One can easily imagine a dozen of these units, in bright colors, tearing up ferrocrete roadways in massive loops—were it not for the fact that much of Syberia's streets and landing pads are worn and cratered.

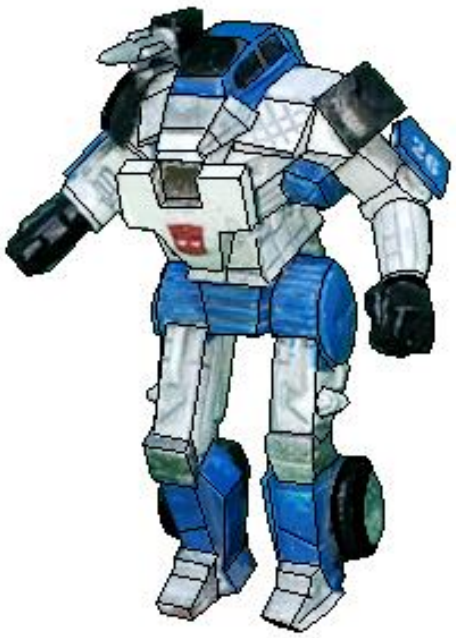
As can be imagined, especially when taking the limitations imposed by their conversion mechanisms into account, the *Ghost*'s speed comes with a steep cost in terms of armor and firepower options. Barely resilient enough to survive a single PPC strike, and lacking the mass for much more than one or two beam weapons, these AutoMechs aren't meant for the front lines. In Syberia's armed forces—where samples of them can be found on all major sides in the greater conflict—most serve in a reconnaissance capacity, relying mostly on stealth techniques, augmented sensors, and sheer velocity to evade enemy fire.

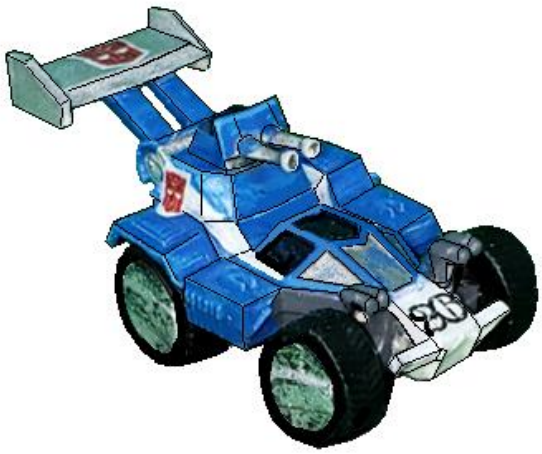
Of particular note is their unique ability to pour power into their mobility regardless of their current form and operational gear. Where most BattleMechs and combat vehicles see reduced speed when thrown into reverse, the *Ghost* can run or race equally well forward or backward. This capability can throw any opponent for a loop, and gives this unit a deadly advantage when used at the right times—such as during a close pursuit, or when trying to navigate narrow passages.

Variant Configurations

Although we have dubbed one of the three main variations of this AutoMech as "the racer," we doubt that the Syberians truly would have used it for such sport. But if they did, their idea of racing was probably more like a demolition derby or a Periphery death-run, given that variant's potent mix of lasers and rocket tubes. The "stealther" configuration, by comparison, carries barely more than half as much firepower, relying more on its speed and high-powered ECM for its defense.

But the more unusual versions of the *Ghost* we have seen are what appear to be a retrofit concocted by the JUniCom faction, which arms this little speed demon with little more than a single, low-tech laser and a bunch of armor-piercing spikes. This "scrapper" configuration, as we've come to know it, even swaps out the AutoMech's cooling system with a less sophisticated equivalent, but whether this was done as a cost-control measure or not is hard to say.





Type: **Ghost**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Wheeled		6
Engine:	280		16
Walking MP:	7		
Running MP:	11		
Jumping MP:	0		
Wheeled Cruise MP:	8		
Wheeled Flank MP:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:			3
Armor Factor:	80		5
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	12	10	
Center Torso (rear)		5	
R/L Torso	10	10	
R/L Torso (rear)		4	
R/L Arms	6	6	
R/L Legs	10	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Racer Configuration			
ER Medium Laser	RA	1	1
Prim. Rocket Launcher 15	CT	2	1
ER Medium Laser	LA	1	1
Scrapper Configuration			
Spikes	RA	1	0.5
Spikes	RT	1	0.5
Spikes	LT	1	0.5
Spikes	LA	1	0.5
Medium Laser	LA	1	1
Stealther Configuration			
ER Medium Laser	RA	1	1
Guardian ECM Suite	CT	2	1.5
Prim. Rocket Launcher 10	LT	1	0.5

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Improved Sensors, Jettison-Capable Weapon (Right Hand), Power Reverse, Protected Actuators

Notable *Ghosts*:

***Ghost* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Ghost Shot	**Racer**	**ArtilleryMech**	**Vet (2/3)**	**Infantry**	**Assassin/Zephyros***
Sensor Ghost	**Stealther**	**SpecMech**	**Vet (1/2)**	**Special Forces**	**Assassin/Zephyros**
Crusher	**Racer**	**ArtilleryMech**	**Vet (2/3)**	**Infantry**	**Assassin/Zephyros**
Drag Ender	**Racer**	**ArtilleryMech**	**Vet (2/3)**	**Infantry**	**Assassin/Zephyros**
Junker	**Scrapper**	**Explorer**	**Reg (2/3)**	**Planetary Surveyor**	**Assassin/Zephyros****

*This AutoMech carries both lasers in the left arm
**This AutoMech mounts standard heat sinks

Glider (Aerofighter AutoMech)

Summary

The *Glider* is an aerofighter AutoMech evidently conceived as a ground-attack unit or fighter/bomber. Small, yet fairly slow in both its BattleMech and fighter modes, most tend to see combat only when partnered with other airborne comrades for cover.

Most examples of this unit type, from what we've seen, specialize in close-range fighting, to the point where we believe their tracking and targeting tech may be particularly near-sighted. Whether this is a deliberate attenuation for the purposes of their typical attack missions, or a flaw in their design, is currently unknown. But given the abundant number of them that rely on limited-reach laser weaponry, we are inclined to suspect the former.

The *Glider*'s aerodynamics are optimized for atmospheric combat, which maximizes its fuel efficiency as well as its maneuverability. This is particularly remarkable for a unit that makes use of the Syberian-style rocket impulse systems, which deliver twice the power per ton as comparable Inner Sphere jet thrusters. Even in its BattleMech form, in fact, the *Glider* is a particularly agile jumper, capable of performing brief, mid-air "drifts" that enable it to evade (or exploit) any nearby ground cover.

Both the AutoBoP and DemoCon factions make use of the *Glider*, but we suspect the former to be this model's originator, given their greater numbers. (This, however, could also be just another consequence of the *Seeker*s' prominence in the DemoCon ranks.)

Variant Configurations

In addition to a general favoring of energy weapons—lasers, most commonly—a great many *Glider*s devote some of their nine-ton equipment payloads to internalized bomb bays. In fact, of the five most common variants of this AutoMech that we've seen in use, only a couple take to the skies without at least two tons of such ordnance. Even their most potent strafing-optimized configuration, festooned as it is with *six* extended-range medium lasers, maintains a pair of single-ton bomb bays inside its armored flanks.

Wisely, most fighter-bomber *Glider*s follow a specific tactical procedure when called into action. Launching with full bomb loads from prepared runways in fighter mode, these units will remain airborne until they have emptied their ordnance—often from as close to ground level as possible, so as to minimize the chances of return fire. Once their bays are emptied, the majority will either return to base, rather than overstay their welcome. But of those that linger, most will execute a hot landing as soon as possible, and rejoin the fight in BattleMech mode—freed, at least for a time, from the danger of suffering a catastrophic internal bomb detonation.

Type: **Glider**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Aero		6
Engine:	160		6
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Safe Thrust:	4		
Max Thrust:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	12		0
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	15	
Center Torso (rear)		8	
R/L Torso	10	12	
R/L Torso (rear)		7	
R/L Arms	6	11	
R/L Legs	10	18	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Double Heat Sinks	2RT/2LT	12	0
2 Jump Rockets	RL/LL	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Striker Configuration			
Snub-Nose PPC	RA	2	6
Bomb Bay (1 ton)	RT	1	1
Bomb Bay (1 ton)	CT	1	1
Bomb Bay (1 ton)	LT	1	1
Dogfighter Configuration			
2 ER Medium Laser	RA	2	2
SRM 4	RT	1	2
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
2 ER Medium Laser	RA	2	2
Bombardier Configuration			
ER Medium Laser	RA	1	1
Prim. Rocket Launcher 20	RT	3	1.5
Bomb Bay (2 tons)	RT	2	2
Prim. Rocket Launcher 20	LT	3	1.5
Bomb Bay (2 tons)	LT	2	2
ER Medium Laser	LA	1	1
Strafer Configuration A			
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Bomb Bay (1 ton)	RT	1	1
Fuel (80)	CT	1	1
ER Medium Laser	LT	1	1
Bomb Bay (1 ton)	LT	1	1
2 ER Medium Lasers	LA	2	2
Strafer Configuration B			
Binary Laser Cannon	RA	4	9

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Improved Targeting (Short), Jettison-Capable Weapons (Hands), Nimble Jumper

Notable *Gliders*:

Glider Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Glide Fighter	Dogfighter	ArtilleryMech	Reg (4/5)	Infantry	Crossbow (CRS-6B)/Hiryo
Glide Saber	Strafer (B)	GruntMech	Reg (4/5)	Minimal	Crossbow (CRS-6B)/Hiryo
Hot Glider	Strafer (A)	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryo
Power Glider	Bombardier	ReconMech	Vet (1/2)	Scout	Crossbow (CRS-6B)/Hiryo
Steel Glider	Striker	GruntMech	AbvAvg (3/4)	Minimal	Crossbow (CRS-6B)/Hiryo
Wing Glider	Dogfighter	ArtilleryMech	Reg (4/5)	Infantry	Crossbow (CRS-6B)/Hiryo
Glide Viper	Dogfighter	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryo
Storm Glider	Bombardier	ArtilleryMech	Vet (2/3)	Infantry	Crossbow (CRS-6B)/Hiryo
Tail Glider	Striker	GruntMech	Vet (2/3)	Minimal	Crossbow (CRS-6B)/Hiryo

Grimdark (Bestial AutoMech)

Summary

The *Grimdark* class is among the heaviest example of the bestial AutoMechs—so named because these units convert from bipedal to quadrupedal forms, as if from a man to a beast. This chassis type is favored by the Dynamic Barony of Grim, which built them with industrial-grade structure and armor components, possibly due to lower quality standards or resource limitations. Since noting these particular machines in our first visit, we've learned of even more bestial-style AutoMechs at large, some of which are even more convincing in their "beast" modes. We theorize many of these may have been meant to blend into select nature reserves on Syberia, for some reason, while others were created in such a way as to be used for commercial entertainment, before becoming militarized.

Our earlier report assigned a range of identities to the *Grimdark* class that we only learned were different chassis types after the fact. This is a testament to a degree in uniformity the DynaBoG faction has imposed when it comes to equipment and design aesthetics. DynaBoG units all seem to favor spiked protrusions, head-mounted flamers, and physical combat weapons that largely stye as swords or tails. With most lacking in energy weapons to boot (beyond the aforementioned flamers, that is), we surmise from their *Grimdark*s and *Grimshadow*s that they are heavily reliant on munitions supply chains to keep their weapons fed, while simultaneously packing intense firepower ideal for quick and decisive combat. DynaBoG's main warfighting strategy, we suspect, relies heavily on blitz tactics, even though many of their active units operate on the slow side.

Then again, given the characters we've identified in their ranks, "slow" seems to be core to their nature in more ways than one.

Variant Configurations

Given their resemblance to mechanized dinosaurs, we've named the two main variant forms of the *Grimdark* (and the *Grimshadow*) after the more common terrestrial and xenoterrestrial dino types. Some may visually match these descriptors more than others, though.

The Tyrant configuration of the *Grimdark* is named such more because this is the version we've seen used by the DynaBoG's ever-blustering faction leader—an AutoMech that actually calls itself Grimdark. (Okay, we admit; that's why we gave this chassis type that name.) Like most of its kind, this machine is covered in spikes, and wields a massive vibrosword in its BattleMech form, but carries a pair of heavy autocannon with a criminally small magazine for sustained combat. The Apatos configuration, by comparison, trades in the sword for a lighter retractable blade, and swaps out the twin guns for one even bigger autocannon and a 20-tube LRM. (Frankly, we think this makes the Apatos *Grimdark*s smarter than the Tyrants, but hey, what do we know? "*Grimdark* king!")

Type: **Grimdark**
Technology Base: Syberian (Experimental)
Tonnage: 100

Equipment			**Mass**
Internal Structure:	Imp. Industrial		20
Conversion Eqpt:	Bestial		5
Engine:	200		8.5
Walking MP:	2		
Running MP:	3		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor (Heavy Ind.):	298		19
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	40	
Center Torso (rear)		21	
R/L Torso	21	26	
R/L Torso (rear)		16	
R/L Arms	17	30	
R/L Legs	21	42	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
2 Heat Sinks	RT/LT	2	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Tyrant Configuration			
Spikes	RA	1	0.5
Spikes	RT	1	0.5
Autocannon/10	RT	7	12
Ammo (AC/10) 10	RT	2	2
CASE	RT	1	0.5
Tail (Standard)	CT(R)	2	6
Spikes	LT	1	0.5
Autocannon/10	LT	7	12
Spikes	LA	1	0.5
Large Vibroblade	LA	4	7
Flamer	HD	1	1
Apatos Configuration			
Spikes	RA	1	0.5
Autocannon/20	RT	10	14
Spikes	RL	1	0.5
Tail (Standard)	CT(R)	2	6
LRM 20	LT	5	10
Ammo (AC/20) 10	LT	2	2
Ammo (LRM 20) 12	LT	2	2
CASE	LT	1	0.5
Spikes	LL	1	0.5
Spikes	LA	1	0.5
Retractable Blade	LA	5	5
Flamer	HD	1	1

Notes: Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Battle Fists, Distracting (Monstrous Form), Rugged (2), Cooling System Flaws, Non-Standard Parts, Semi-Quad

Notable *Grimdarks*:

***Grimdark* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Grimdark	Tyrant	CommandMech	Elt (0/1)	Infantry, Officer	Shiro/White Flame
Grim-Slugger	Apatos	ArtilleryMech	Vet (2/3)	Infantry	Shiro/Balius

Grimshadow (Bestial AutoMech)

Summary

Dubbed so because of the way they always seem to operate under the command of *Grimdark*s, the *Grimshadow* is another assault-weight bestial AutoMech type favored by the Dynamic Barony of Grim. Like the *Grimdark*s, these are built using industrial-grade structure and armor components, with the same favoritism toward spikes, flame-spewing, and the use of physical attack weaponry. Twenty tons lighter than their cousins—a fact originally overlooked in our earlier surveys—the *Grimshadow*s are more lightly armed and armored, but their increased speed has encouraged many to engage in short-run ramming charges that can deliver significant damage.

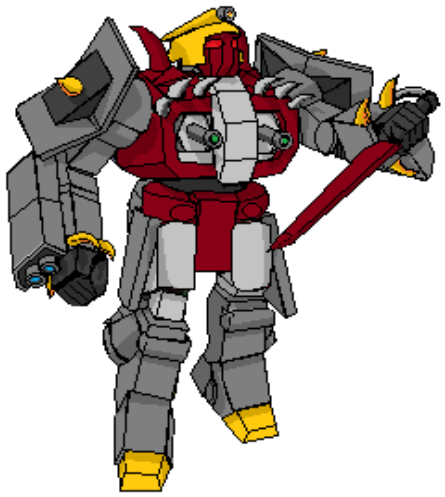
Curiously, we have spotted at least one *Grimshadow* that sports an all-energy ranged weapon configuration, bucking the trend toward ballistic- and missile-boats that otherwise seems to dominate the DynaBoG militia. It was, however, through observations of this particular version that we became aware of why they avoid such armaments. In what seems to be an endemic problem, found in both the *Grimshadow* and the *Grimdark* series, the 'Mechs' coolant lines are prone to spontaneous leaks and breakdowns. While such flaws have been a worry to many a MechWarrior throughout the history of the Succession Wars, a broadly universal philosophy when dealing with an intrinsically bad cooling system has often been to "just take things easy" and not knock the 'Mech around so much.

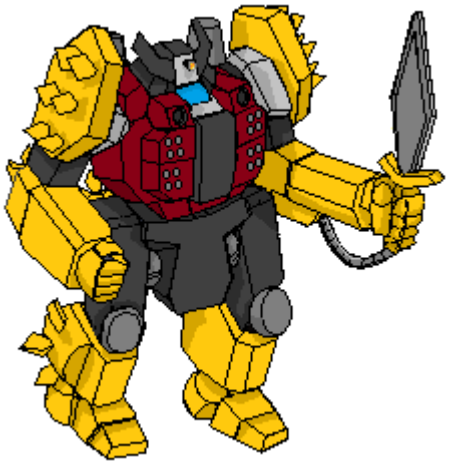
Unfortunately for the *Grim*s, the idea of "taking things easy" is just not in their tactical databases.

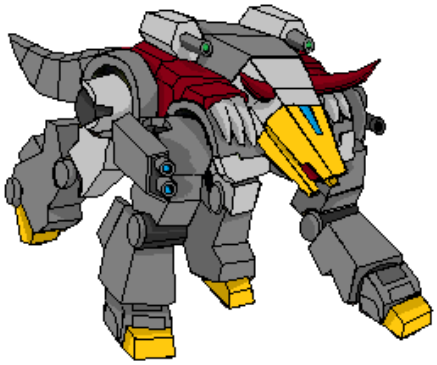
Variant Configurations

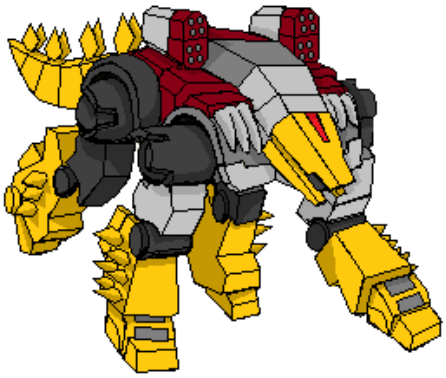
As mentioned earlier, one of the *Grimshadow* variants—which we call the Triceros in keeping with the whole dino-'Mech theme we came up with—is unusual in that it is an energy boat. Sure, it's also studded with ramming spikes, and carries a vibrosword as well as the ubiquitous head—mounted flamethrower, but its main ranged weaponry consists of an archaic binary laser, backed up by a couple medium pulsers.

And then there is the Stegos, which features spikes that are more blade-like in shape than the others. This variant relies on a quartet of Streak SRM launchers for its ranged firepower. Both heat- and ammo-efficient in nature, this configuration may be one of the smartest in the DynaBoGs' arsenal.









Type: **Grimshadow**
Technology Base: Syberian (Experimental)
Tonnage: 80

Equipment			**Mass**
Internal Structure:	Imp. Industrial		16
Conversion Eqpt:	Bestial		4
Engine:	240		11.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor (Heavy Ind.):	247		15.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	34	
Center Torso (rear)		16	
R/L Torso	17	22	
R/L Torso (rear)		12	
R/L Arms	13	26	
R/L Legs	17	34	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
Heat Sink	RT	1	1

Weapons and Ammo	**Location**	**Critical**	**Mass**
Triceros Configuration			
Spikes	RA	1	0.5
Binary Laser Cannon	RA	4	9
Spikes	RT	1	0.5
Medium Pulse Laser	RT	1	2
Tail (Standard)	CT(R)	2	6
Spikes	LT	1	0.5
Medium Pulse Laser	LT	1	2
Spikes	LA	1	0.5
Medium Vibroblade	LA	2	5
Flamer	HD	1	1
Stegos Configuration			
Spikes	RA	1	0.5
2 Streak SRM 4s	RT	2	6
Spikes	RL	1	0.5
Tail (Spiked)	CT(R)	2	6
2 Streak SRM 4s	LT	2	6
Ammo (Streak SRM 4) 25	LT	1	1
Spikes	LL	1	0.5
Spikes	LA	1	0.5
Medium Vibroblade	LA	2	5
Flamer	HD	1	1

Notes: Spiked Tail functions as a normal Tail in gameplay; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Battle Fists, Cowl, Distracting (Monstrous Bestial Mode), Rugged (2), Cooling System Flaws, Non-Standard Parts

Notable *Grimshadows*:

***Grimshadow* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Grim-Slagger	Triceros	ArtilleryMech	Vet (2/3)	Infantry	Ha Otoko/Treburana
Grim-Snarler	Stegos	ArtilleryMech	Vet (2/3)	Infantry	Hatamoto-Suna/Treburana

Grinder (Tracked AutoMech)

Summary

Like the *Dozer*, the slightly heavier *Grinder* AutoMech is a combat engineering unit, built to serve in an industrial capacity while using military-grade framing and armor. With track-driven vehicle modes optimized for working in difficult terrains, whether it's above ground or under it, most of these units appear to fill mining and other excavating roles.

A curious feature of the *Grinder*'s engineering is the way in which many variants lack turret functionality in their tracked modes, despite technically having all the right components for it. We're not entirely sure what that's about—whether or not it's a flaw in their design or their programming—but the result is a chassis type for which the added flexibility of turret-mounted equipment is seen as optional.

As with the *Dozer* class, *Grinder*s aren't speedy in the slightest. In fact, they barely see any change in motive performance before or after switching between modes. But they do have noticeably more robust hulls, complete with enhanced actuator protection and added reinforcements in the legs. These factors make for a sturdier unit and increase their ability to work in places where heavy debris can easily become a problem. Mining *Grinder*s can often extricate themselves from cave-ins with little loss in performance.

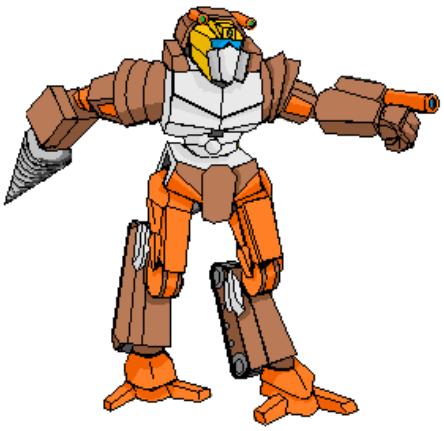
While the *Grinder*s of today are armed for battle—like most AutoMechs, regardless of their original function—virtually all that we have seen still retain at least one piece of heavy industrial equipment. Furthermore, although we have noticed that some do present the same preferential use of their vehicle modes seen with the *Dozer* class, this is more exception than rule for the *Grinder*. We suspect that may have something to do with the fact that much of the equipment favored by this type can be employed regardless of the unit's current form.

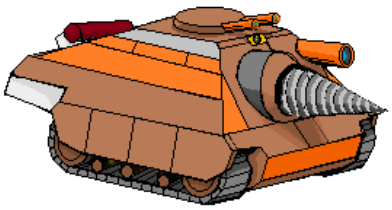
Variant Configurations

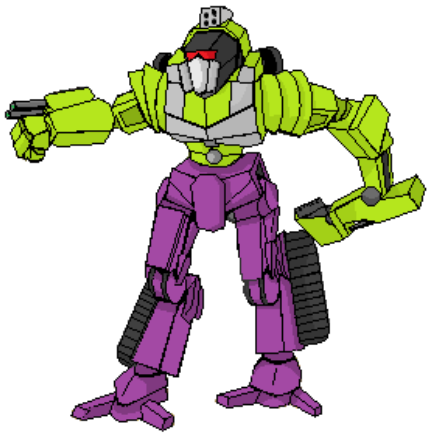
The three most prominent variations of the *Grinder* demonstrate much of what we described above. Of them, the Crusher variant, with its binary laser cannon and armor-rending claw, may be the most focused on combat, while its vehicle mode is little more than a conventional, earth-pushing bulldozer.

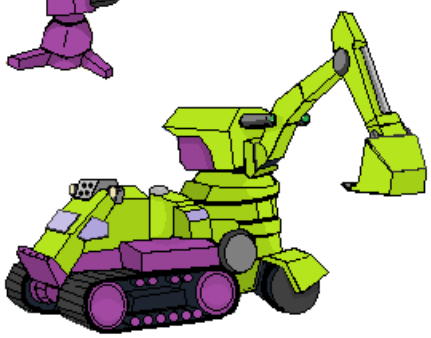
The Tunneller configuration, with its trio of laser weapons and half-weight TAG system, retains the use of its mining drill in both its 'Mech and tracked forms. This not only makes it nearly as deadly as the Crusher, but these weapons—and the active probe it mounts—have also found use in its industrial duties, by locating buried anomalies and, where necessary, vaporizing or melting them as it goes.

The Digger configuration likewise makes use of an active probe for both its combat and engineering work, while carrying a pair of lasers and some SRMs in addition to its heavy backhoe. Unlike the Crusher and Tunneller, however, the Digger also possesses a rotating turret in its vehicle mode, which enables it a degree of flexibility and precision whether it's targeting enemy units, or simply creating a line of trenchworks.









Type: **Grinder**
Technology Base: Syberian (Experimental)
Tonnage: 45

Equipment			Mass
Internal Structure:			4.5
Conversion Eqpt:	Tracked		7
Engine:	180		7
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	15	
Center Torso (rear)		8	
R/L Torso	11	12	
R/L Torso (rear)		6	
R/L Arms	7	11	
R/L Legs	11	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	2	0
Tracks	RA/RL/LA/LL	4	0
3 Double Heat Sinks	2RT/1LT	9	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Crusher Configuration			
Binary Laser Cannon	RA	4	9
Bulldozer	CT	1	2*
Claw	LA	3	3
Digger Configuration			
2 Medium Pulse Lasers	RA	2	4
Ammo (SRM 4) 25	RT	1	1
CASE	RT	1	0.5
SRM 4	CT	1	2
Beagle Active Probe	LT	2	1.5
Backhoe	LA	6	5
Tunneller Configuration			
Mining Drill	RA	4	3
Beagle Active Probe	LT	2	1.5
2 Medium Lasers	CT	2	2
Large Pulse Laser	LA	2	7
Light TAG	HD	1	0.5

Notes: No turret in Vehicle Mode (Exception: Digger Configuration); Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Protected Actuators, Reinforced Legs, Searchlight, Trailer Hitch (Vehicle Mode Only); *Bulldozer can only be used in Vehicle Mode

Notable *Grinders*:

Grinder Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Cone Grinder	Tunneller	Miner	AbvAvg (3/5)	Archaeologist	Beowulf/Hetzer*
Crush-Grinder	Crusher	ArtilleryMech	Vet (2/3)	Infantry	Beowulf/Mithras
Horn Grinder	Tunneller	ArtilleryMech	Regular (3/4)	Infantry	Beowulf/Hetzer*
Salvage-Grinder	Digger	Explorer	Vet (2/5)	Planetary Surveyor	Beowulf/Zorya

*Add Tracks in place of Wheels

Gryphid (Bestial AutoMech)

Summary

The *Gryphid* is what happens when a bestial-type convertible AutoMech is produced by a faction that isn't at all interested in emulating the look of monstrous, animalistic, or insectoid creatures of any kind. In fact, the closest thing to a "beastly" look this thing possesses is its tail, but even there the component has a decidedly mechanical look, resembling nothing so much as whip made of thick, segmented, rectangular metal.

Precisely why the *Gryphid* was made the way it was, of course, is lost to the annals of Syberian history. About the only utility of its quadruped mode, after all, lies in its inherent stability, which can nearly offset the effects of gyroscopic damage. But what good is having a form that mitigates a malfunctioning gyro if that very malady prevents you from switching into it? The ability to mount a tail is also a dubious cause for creating an AutoMech like this, so that's not likely to be the case, either.

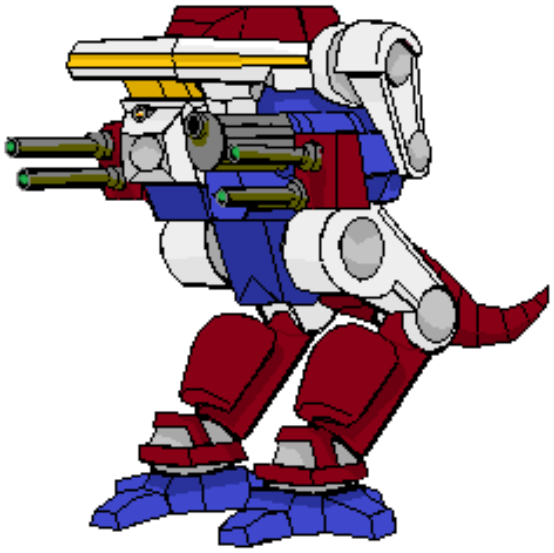
But while the logic behind this machine's conceptual development can only be guessed at, some features it demonstrates are far less mysterious. Most notable of these is the unique turret-style mounting of its high-speed, extra-heavy autocannon. Although usable only in the *Gryphid*'s four-legged mode, this swivel mount allows this slow-moving assault unit to engage opponents from any angle without having to first execute an awkward "horse dance" first. As an automatic part of the unit's conversion process, the quad-mode's turret re-centers itself when switching back to its biped form. This ensures that the 'Mech's biggest weapon will be ready for immediate use against any enemy bold enough to stand in its way.

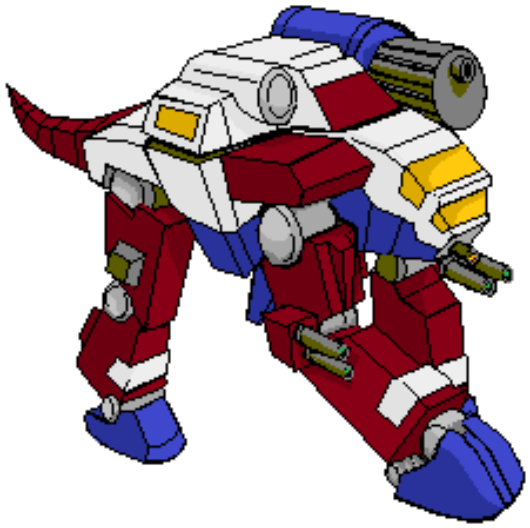
Likely in an effort to improve its sluggish mobility, *Gryphid*s feature jump jets that can help them negotiate troublesome terrain when time is of the essence. These jets are awkwardly set, however, thanks to the AutoMech's internal layout—so much so, that the entire jump system seems to go offline while the unit is in quadruped form. The deactivation of the jets appears to be as much a part of the *Gryphid*'s programming as it is due to internal mechanics. We believe this indicates that this 'Mech's designers tried, but failed, to fix the thrust balance problems, and simply gave up on it in the end.

Yet despite all of the *Gryphid*'s quirks and oddities, this AutoMech features some of Syberia's most sophisticated sensory and communications electronics outside of dedicated suites and transmitters. Together with consistently top-rate tactical thinking, these systems give this model a distinctive talent for command duties. (Although, truth be told, some of the machines in this line sound downright *stuffy* when they speak their minds.)

Variant Configurations

So far as we have seen, there are no major variants of the *Gryphid*.





Type: **Gryphid**
Technology Base: Syberian (Experimental)
Tonnage: 85

Equipment			**Mass**
Internal Structure:			8.5
Conversion Eqpt:	Bestial		4.5
Engine:	255		13
Walking MP:	3		
Running MP:	5		
Jumping MP:	3		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	256		16
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	31	
Center Torso (rear)		20	
R/L Torso	18	21	
R/L Torso (rear)		15	
R/L Arms	14	27	
R/L Legs	18	35	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
3 Jump Jets	RT/RL/LL	3	3

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
2 ER Medium Lasers	RA	2	2
Ammo (Ultra AC/20) 15	RA	3	3
CASE	RT	1	0.5
2 Double Heat Sinks	RT	6	2
Tail (Standard)	CT(R)	2	6
Ultra Autocannon/20	LT	10	15
Quad BattleMech Turret	LT	1	1.5
Double Heat Sink	LA	3	1
2 ER Medium Lasers	LA	2	2
Flamer	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Non-Functional Item (Jump Jets, Quad-mode only) Command BattleMech, Cowl, Improved Communications, Improved Sensors

Notable *Gryphids*:

***Gryphid* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Skylinker-Two	**Common**	**CommandMech**	**Vet (2/4)**	**Comms, Officer**	**Masakari/Goliath-5D**
DZS-Beta	**Common**	**CommandMech**	**Vet (2/4)**	**Comms, Officer**	**Masakari/Goliath-5D**

G-Turret (Emplacement AutoMech)

Summary

Have I mentioned how silly this “EmplacementMech” stuff is? I have a feeling I did. I also have a feeling I will do so again. Like, right now. The *G-Turret* emplacement AutoMech is a convertible gun battery, and quite possibly one of the most ridiculous ideas the Syberians came up with before they killed themselves off. Even the bestial AutoMechs, whose alternate modes accomplish little more than denying them the use of their hands, make more sense than these! Hell, it doesn’t even make sense that they endowed these things with their fancy faux-sentient AIs; a sensor system and basic fire control computers could do the job these machines fold themselves into!

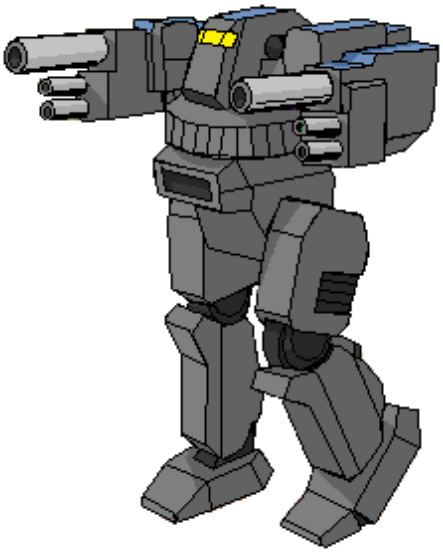
But, nope, the Syberians went all-out with these things. Augmented sensors, top-shelf targeting and tracking systems effective as far as the eye can see, and even a light-house beacon for extra measure—all for a unit that could end up spending its entire combat career watching over a single, remote canyon pass. One can’t help but wonder if these AutoMechs can go mad with boredom…

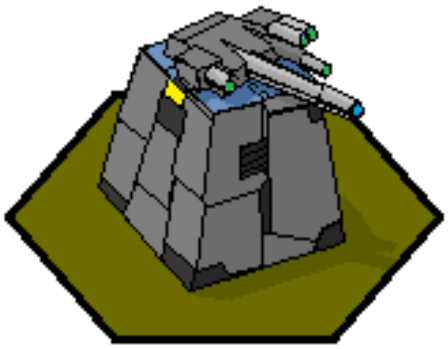
Anyway… Here is an example of the most common direct-fire TurretMech we’ve encountered here.

Variant Configurations

With BattleMech modes that look barely different from their squatter emplacement forms, what you’ll see in the field is generally what you get. If you see one that appears to have a single energy gun with twin lenses? That’s the “Blazer” variant. Single, smoothbore cannon barrel? “Flak” variant. Laser batteries tend to spread their beams and flashers out between the arms and body, but some have particle cannons for a little variety.

And then there’s the one we call the “Watchpost.” You’ll know this one more for its conspicuously small arms and the way it scrambles your targeting systems. It also has a high-power Beagle probe, artillery-spotting lasers, and its head is bushy with antennae and at least one satellite dish. Rest assured that once it spots you, every one of its friends—for hundreds of kilometers around—will know *exactly* where you are.





Type: **G-Turret**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Emplacement		5
Engine:	250		12.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Emplacement MP:	None		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	16	
Center Torso (rear)		15	
R/L Torso	12	13	
R/L Torso (rear)		11	
R/L Arms	8	16	
R/L Legs	12	24	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Blazer Configuration			
Binary Laser Cannon	RA	4	9
Laser Battery Configuration			
Large Laser	RA	2	5
Medium Laser	RA	1	1
3 Medium Lasers	LA	3	3
Pulse Battery Configuration			
2 Medium Pulse Lasers	RA	2	4
ER Medium Laser	CT	1	1
2 Medium Pulse Lasers	LA	2	4
Flak Gun Configuration			
LB 5-X AutoCannon	RA	5	8
Ammo (LB 5-X AC) 20	CT	1	1
Light PPC Configuration			
Light PPC	RA	2	3
Light PPC	CT	2	3
Light PPC	LA	2	3
Snub PPC Configuration			
ER Medium Laser	RA	1	1
Snub-Nose PPC	CT	2	6
ER Medium Laser	LA	1	1
ER Medium Laser	HD	1	1
Watchpost Configuration			
ER Medium Laser	RA	1	1
Beagle Active Probe	RT	2	1.5
Comms Equipment	RT	2	2
TAG	CT	1	1
TAG	CT (R)	1	1
Guardian ECM Suite	LA	2	1.5
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight, Ubiquitous (Syberia)

Notable *G-Turrets*:

***G-Turret* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
G-Turret	Blazer	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Typhoon Tank*
G-Turret	Laser Battery	GruntMech	Reg (4/5)	Minimal	Blackjack-O/DI Schmitt Tank*
G-Turret	Pulse Battery	GruntMech	Reg (4/5)	Minimal	Blackjack-O/DI Schmitt Tank*
G-Turret	Flak Gun	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Thumper Towed
G-Turret	Light PPC	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Moltke Tank*
G-Turret	Snub PPC	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Typhoon Tank*
G-Turret	Watchpost	GruntMech	Reg (4/5)	Minimal	Blackjack-O/Turhan Tank*

*Turret only, set atop a 1-level bunker

Grunt Type T1/T2 (Humanoid MiniMech)

Summary

The Grunt Drones (T1 and T2) were undiscovered units at the time of our original survey of the Syberian system, and so it came as no small surprise to encounter them operating in the field. While we were aware that the deployment of smaller drones was a common feature of the *Sounder*-class AutoMechs, the drones we initially observed consisted exclusively of three-ton flying craft we have come to identify as the Spybird model type. But these Grunts—along with the Pouncer- and Thug-type drones we also eventually saw in action—revealed a whole new area of AutoMech design we didn't expect: autonomous robotic battle armor.

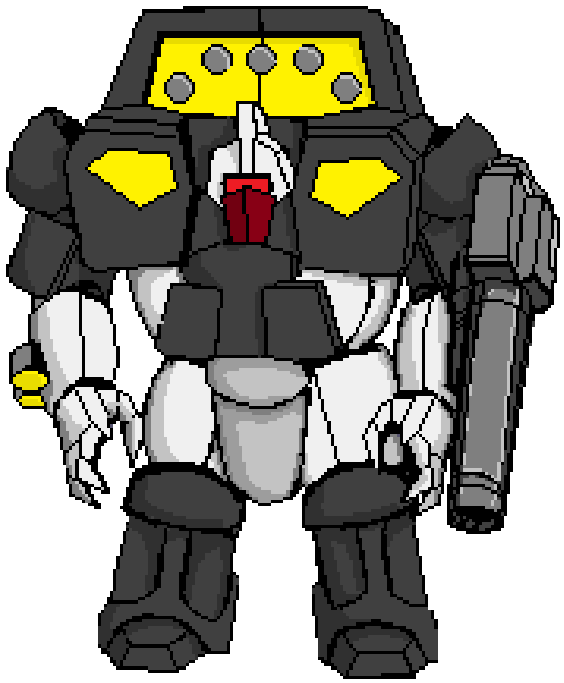
Knowing as we do that the settlers of Syberia hailed from the Terran Hegemony somewhere near the peak of the Star League's technological prowess, we never suspected that they would branch as deeply into the realm of battlesuits—after all, the first Power Armor suits were still considered experimental around the time of the Amaris Crisis. And yet, the Syberians not only managed to mature the technology to the level we would not see in the Inner Sphere until after the Clan Invasion, they managed to automate it to boot, creating AutoSuits, in effect.

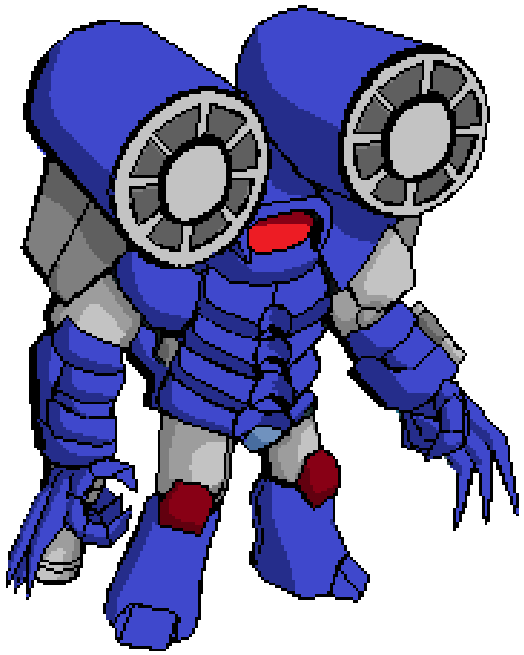
But we just call them MiniMechs. It sounds better.

Variant Configurations

The T1 and T2 series Grunts are favored scouts used by the DemoCon and AutoBoP factions, respectively. Although these "AutoSuits" appear to function just like any other AutoMech on their own, and even demonstrate the same tendency to showcase unique personalities, we have noticed hints they are, in fact, electronically tethered to the *Sounder*s who deploy them.

It remains unclear at this time whether this "code-bonding" is merely a protocol used to ensure that they remain in synch with their "home 'Mechs" for purposes of navigational direction and covert communications, or if there is some kind of vital layer of their simulated intelligence that can only be managed by the greater computing power inherent to full-sized AutoMechs.





Type: **Type T1/T2 Grunt**
Technology Base: AutoMech (Battlesuit)
Mass: 2,000 kg
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
AToW BAR Values: 9/8/8/7; E/I/C: 8/0/0 (T1a)
9/8/8/8; E/I/C: 0/0/0 (T1b)
9/8/8/8; E/I/C: 8/0/0 (T2a)
9/8/8/7; E/I/C: 8/0/0 (T2b)

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic		700
Motive System:			
Ground MP:	2		160
Jump MP:	1		250
Manipulators:			
Right Arm:	Modular Equipment Adaptor	2	0
Left Arm:	Modular Equipment Adaptor	2	0
Armor (T1a, T2b):	Advanced Standard	5	400
Armor Value:	10 + 1 (CPUs)		
Armor (T1b, T2a):	Advanced Standard	5	440
Armor Value:	11 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
T1a Configuration			
Small Laser (30)	R. Arm	1	200
Heavy Vibro-Claws	R. Hand		60
ECM Suite	Body	1	100
Light TAG	L. Arm	1	35
Heavy VibroClaws	L. Hand		60
T1b Configuration			
Small Laser (30)	R. Arm	1	200
Industrial Drill	R. Hand		30
ECM Suite	Body	1	100
Micro Grenade Launcher (40)	L. Arm	1	75
Industrial Drill	L. Hand		30
T2a Configuration			
Searchlight	R. Arm	1	5
Vibro-Claws	R. Hand		50
Improved Sensors	Body	1	65
Medium Recoilless Rifle (20)	L. Arm	2	250
Vibro-Claws	L. Hand		50
T2b Configuration			
Shotgun Microphone	R. Arm	1	5
Vibro-Claws	R. Hand		50
ECM Suite	Body	1	100
Support PPC (15)	L. Arm	2	250
Vibro-Claws	L. Hand		50

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Grunt Drones:

Grunt Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Black Winder Drone	T2a	Analysis	Vet (2/3)	Intelligence	Hauberk BA/None
Blue Winder Drone	T2b	Communicator	Vet (1/3)	Communications	Hauberk BA/None
Blue Rumbler Drone	T1a	ArtilleryMech	Vet (2/3)	Infantry	Golem BA/None
Red Frenzy Drone	T1b	SpecMech	Vet (1/2)	Special Forces	Golem BA/None

Gunner Type G1/G2 (Humanoid MiniMech)

Summary

Gunner Drones (Types G1 and G2) were a series of MiniMech units that we only discovered after we had seen others like the Grunt, Pouncer, and Thug types in action. The reason for this was simply a matter of where we were focused at the time. With so much of the AutoMech activity centered around the hot zones of Syberia and Tumult, we overlooked minor theaters of war among the moons of Nimbus, the system's innermost gas giant. This, it turns out, is just about the only place where the Gunner Drones seem to be in general use.

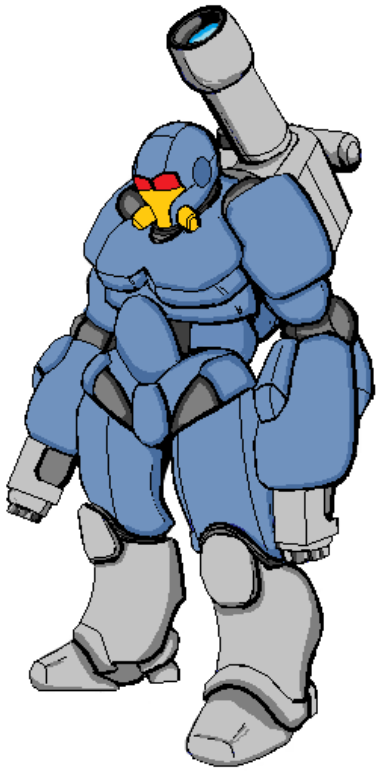
The Nimbusian moons are a constant orbital battle zone between AutoBoP and DemoCon aerospace forces, as both factions have facilities on at least nine of them. Populating many of the automated facilities and starcraft in the region are MiniMech drones of remarkable range, from variants on the Grunts and Thugs to specialist types like Pouncers and Mites. Among the humanoid models, Gunners are unique as they all were made without manipulators of any kind. In fact, one would be hard-pressed to find a Gunner Drone on either side that was built to carry anything in its arms other than a weapon. We thus believe these units were developed to serve exclusively as shipboard marines and interior base defense assets.

Gunners are smaller and less durable than Grunts, but make up for it with much more firepower on a per-unit basis. Where a Grunt may carry one primary anti-'Mech weapon, a Gunner has at least two. They also possess a superior jump distance, the value of which is heightened further within the lower gravity environments in which they are typically deployed. This combination makes them among the most effective combatants in their class and field, at least until the bigger AutoMechs show up.

Variant Configurations

We've identified two distinct series of Gunner drones which designated as G1 and G2, used by the AutoBoP and DemoCon factions, respectively. Interesting enough, although they demonstrate AutoMech-like personas and programming, including the capacity for code-bonding, most seem to be bonded with a localized base computer or large spacecraft, rather than any individual AutoMech.

As described earlier, all common variants of the Gunners we've witnessed to date have been armed with at least two main anti-'Mech weapons, be they small lasers, recoilless rifles, or machine guns of some type. Some, such as the G1b and the G2a versions, even manage a third weapon system, with the G1b sporting a four-tube rocket launcher and the G2b mounting an ultra-light particle cannon on backpack mounts. Others have been seen sporting electronic warfare systems such as ECM suites and Narc beacons, or heat sensors.



Type: **Type G1/G2 Gunner**
Technology Base: AutoMech (Battlesuit)
Mass: 1,500 kg
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
AToW BAR Values: 9/7/7/7; E/I/C: 0/0/0 (G1c)
9/7/7/7; E/I/C: 8/0/0 (G1a, G1b, G2a, G2b)

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic	3/6	400
Motive System:			
Ground MP:	2		80
Jump MP:	2		250
Manipulators:			
Right Arm:	None	0	0
Left Arm:	None	0	0
Armor:	Advanced Standard	5	320
Armor Value:	8 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
G1a Configuration			
Small Laser (30)	R. Arm	1	200
Small Laser (30)	L. Arm	1	200
Fuel Tank	Body	1	50
G1b Configuration			
Light Recoilless Rifle (20)	R. Arm	2	175
Rocket Launcher 4 (OS)	Body	3	100
Light Recoilless Rifle (20)	L. Arm	2	175
G1c Configuration			
Light Machine Gun (50)	R. Arm	1	75
Compact Narc (4)	Body	2	190
ECM Suite	Body	1	100
Light Machine Gun (50)	L. Arm	1	75
G2a Configuration			
Machine Gun (50)	R. Arm	1	100
Support PPC (15)	Body	2	250
Machine Gun (50)	L. Arm	1	100
G2b Configuration			
Small Laser (30)	R. Arm	1	200
Heat Sensor	Body	1	20
Searchlight	Body	1	5
Small Laser (30)	L. Arm	1	200

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Gunner Drones:

Gunner Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Bolt Gunner Drone	G1b	Analyzer	Vet (2/3)	Analysis	Fa Shi BA/None
Sport Gunner Drone	G1a	SpecMech	Vet (1/2)	Special Forces	Fa Shi BA/None
Wire Gunner Drone	G1c	SpecMech	Green (4/5)	Special Forces	Fa Shi BA/None
Burst Gunner Drone	G2a	ReconMech	Reg (2/3)	Scout	Purifier BA/None
Night Burster Drone	G2b	ReconMech	Vet (1/2)	Scout	Purifier BA/None
Pipe Burster Drone	G2a	Analyzer	Vet (2/3)	Intelligence	Purifier BA/None

Hammer (Tracked AutoMech)

Summary

The *Hammer* is a tank-style AutoMech that was apparently built to fill a tonnage gap between the fifty-ton *Tanker* and the hundred-ton *Tankus* class. Precisely why such a gap needs to be filled by a unit that's basically just a lighter, weaker *Tankus* is for some really dedicated expert on military-industrial complexes to explain, but there it is.

Almost certainly a product of the DemoCon faction, within whose territory they are plentiful, *Hammer*s have been spotted at numerous Conglomerate-controlled sites on Syberia and beyond. Their presence is particularly extensive on the inward world of Ash, which remains entirely under the DemoCon aegis, but AutoBoP sources tell us that almost all of the Ash-bound *Hammer*s are little more than "simple drones." Why this might be the case is unclear, but it appears that more sophisticated AutoMechs—regardless of their factional allegiance—see Syberia's sunward neighbor as a miserable place, akin to a globe-spanning gulag, but for robots. Units posted there are thus little more than slave laborers and their overseers, often as not sent in punishment for some transgression or another.

But I digress.

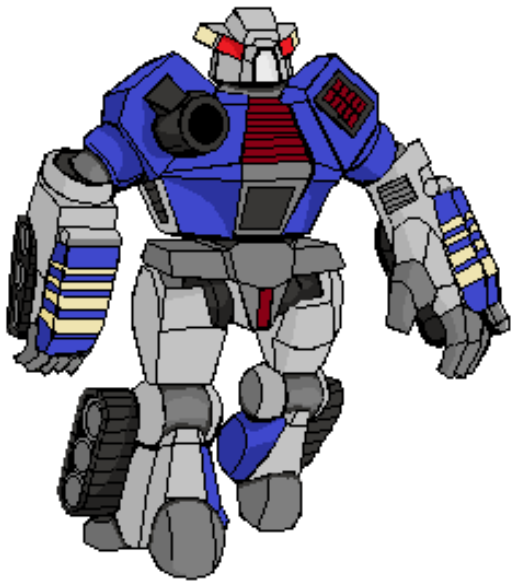
As battlefield units, *Hammer*s are everything one would expect from a heavy tank. They sport thick armor and some of the heaviest guns one can install on a BattleMech, but pay for it with a sluggish mobility. With reinforced legs, forearms, and fists, the AutoMechs are also excellent melee fighters, allowing them to remain deadly even after their magazines run dry, or their enemies get too close for effective fire. Moreover, their redundant tactical sub-computers—a feature usually reserved for command-grade units—help to keep their thoughts just as engaged in the greater battle even when things get up close and personal.

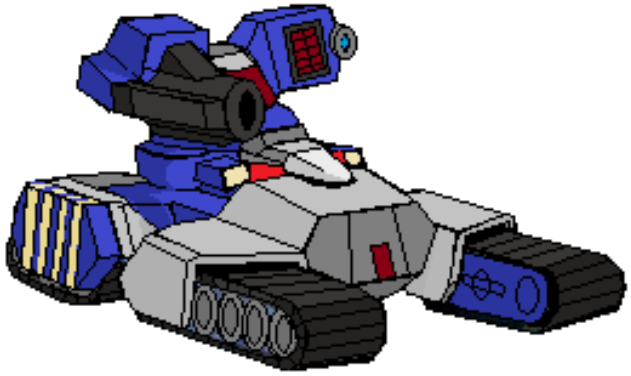
Yet the most distinctive thing about the *Hammer* is found not so much in its capabilities as a BattleMech or a combat vehicle, but in its unusual conversion system. Here, it seems, this AutoMech mimics its lighter cousin, the *Tanker*, rather than the larger *Tankus*. Indeed, this feature sets it apart from the vast majority of all conversion-capable units that possess ground vehicle forms, be they tracked, wheeled, or hover-based. To keep their primary weapons as flexible as possible outside of BattleMech mode, most AutoMechs form their vehicle-mode turrets by locking both arms together with certain centerline segments. But the *Tanker* and the *Hammer* switch things up by locking their left arms into their opposing torso flank, while their right arms serve as the vehicle's starboard shielding. The effect of this change puts the massive weaponry typically found in the 'Mech's right chest in the turret of its vehicle mode.

Variant Configurations

We've noticed two major variations of the *Hammer* so far, each of which specializes in its own optimum range bracket. The shorter ranged Slammer configuration relies on an ultra-heavy assault-grade autocannon as its main gun, while backing them up with pulse lasers. Meanwhile, the Smasher variant has far more reach, as it uses a Gauss rifle for its primary, backed up by an Artemis-enhanced LRM rack and a single extended-range laser.

Interestingly, the DemoCons appear to favor deploying the Smasher variants at their off-world posts, while their *Hammer*s on Syberia are a more even mix of both types. We suspect there may be a logistical reason for this arrangement, possibly indicative of some fundamental difference in accessibility to Gauss slugs and Artemis-augmented LRMs, versus autocannon shells.





Type: **Hammer**
Technology Base: Syberian (Experimental)
Tonnage: 80

Equipment			Mass
Internal Structure:			8
Conversion Eqpt:	Tracked		12
Engine:	240		11.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Tracked Cruise MP:	3		
Tracked Flank MP:	5		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	192		14
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	22	
Center Torso (rear)		11	
R/L Torso	17	21	
R/L Torso (rear)		10	
R/L Arms	13	24/20	
R/L Legs	17	22	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Tracks	RA/RL/LA/LL	4	0
Double Heat Sink	LT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Slammer Configuration			
Ultra Autocannon/20	RT	10	15
Medium Pulse Laser	LT	1	2
Ammo (Ultra AC/20) 20	LT	4	4
CASE	LT	1	0.5
Large Pulse Laser	LA	2	7
Smasher Configuration			
Gauss Rifle	RT	7	15
Ammo (Gauss Rifle) 24	RT	3	3
LRM 10+Artemis IV	LT	2	3
Ammo (LRM 10) 24	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Computer, Battle Fists, Reinforced Legs, Searchlight, Abnormal Conversion (Front Right Torso and Right Arm swap places on Firing Arcs/Hit Location Tables used while in vehicle mode)

Notable *Hammers*:

***Hammer* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Hammer Head	Slammer	ArtilleryMech	Elt (1/2)	Infantry	Charger-1A5/Carnivore*
Hammer-D Drone	Smasher	GruntMech	Reg (4/5)	Minimal	Kodiak/Carnivore*
Quake Bringer	Slammer	ArtilleryMech	Vet (2/3)	Infantry	Charger-1A5/Carnivore*
Tank Hammer	Smasher	CommandMech	Vet (1/1)	Infantry, Officer	Kodiak/Carnivore*

*Remove left main cannon

Hopper (Bestial AutoMech)

Summary

The *Hopper* is, evidently, the InterSect Confederation's idea of a light AutoMech. Built to industrial-grade standards, like all of the ISC's home-grown machines, and with the similar "giant insectoid" visual theme as seen in the more prevalent *Sector* models, the *Hopper* looks downright frail and spindly.

And it is. Where the *Sector*s are fairly protected with heavy industrial plate armor, the *Hopper*s use thinner, commercial grade sheet metal to save mass for their jump jets. Thus it seems that, while the bigger machines might have been properly beefed up for battle, the *Hopper*'s combat mods were "half-assed."

Yet while its skin is easily punctured by heavy weapons, the *Hopper* doesn't skimp on firepower. Over a quarter of this AutoMech's total mass is available for weapons and mission equipment, and the most common load-out most of that tonnage on a mix of lasers and bladed weapons.

A low profile in its "insect" form, and augmented sensors helps to give the *Hopper* some utility as a recon unit, but its limited ground speed would likely undermine such duties. Most of this AutoMech type instead function as foot soldiers, often working in teams of three or four so they can swarm their foes.

Variant Configurations

The abundance of *Hopper*s deployed by the InterSectCon forces is remarkable in its apparent homogeny. We have, to date, identified only two distinct variant configurations on this AutoMech, both of which rely on the same laser-and-blade core concept.

The Slicer version, as we call it, wields a single vibroblade, but backs it up with three ER medium lasers, a pair of rocket launcher pods, and a head-mounted flamethrower. It lacks the heat management capacity to safely use all of these weapons at once, however, so it's not uncommon for units of this type to simply hold back some of their arsenal until their tactical situation is critical.

The other configuration, which we call the Sluicer, is a bit weirder. Although it carries *two* vibroblades, these powered swords are smaller than the Slicer variant's, and they are only backed up by a pair of lasers. The reason we call this the Sluicer (instead of, say, the Shanker, as Vance recommended) is the weird part: its fluid suction system. For reasons that are almost certainly tied to some kind of pre-war functionality the ISC tried to hold onto, this variant maintains a pair of internal tanks rated for up to a ton of fluid content each, both connected to a suction system in the head module. Sluicer-variant *Hopper*s have been seen "drinking" everything from swamp water to heat sink coolant in the field. We can only presume that this is part of some salvage or waste-containment protocol that the

Confederation had in place prior to Syberia's human extinction.

Type: **Hopper**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:	Imp. Industrial		8
Conversion Eqpt:	Bestial		2
Engine:	160		6
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor (Commercial):	96 (+10)		4
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	12	
Center Torso (rear)		7	
R/L Torso	10	10 (+5)	
R/L Torso (rear)		5	
R/L Arms	6	8	
R/L Legs	10	11	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
4 Jump Jets	RT/2CT/LT	4	2
4 Heat Sinks	2RT/2LT	4	0
Extra Limbs (1 set)	RT/LT	2	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Slicer Configuration			
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
Prim. Rocket Launcher 15	RT	2	1
ER Medium Laser	LT	1	1
Prim. Rocket Launcher 15	LT	2	1
Medium Vibroblade	LA	2	5
Flamer	HD	1	1
Sluicer Configuration			
Light Vibroblade	RA	1	3
ER Medium Laser	RT	1	1
Cargo (1 ton, Fluid)	RT	1	1
ER Medium Laser	LT	1	1
Cargo (1 ton, Fluid)	LT	1	1
Light Vibroblade	LA	1	3
Fluid Suction System	HD	1	1

Notes: Features Advanced Fire Control; Commercial Armor is BAR 5; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Insectoid Quad Form), Improved Sensors, Low Profile, Non-Standard Parts

Notable *Hoppers*:

***Hopper* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Kick Hopper	Sluicer	NinjaMech	Vet (1/2)	Infantry-AntiMech	Spider/Revenant*
Ransacker	Slicer	ArtilleryMech	Reg (4/5)	Infantry	Spider/Revenant*

*Add two more legs.

Hounder (Wheeled AutoMech)

Summary

The *Hounder* is one of four classes we originally grouped under the name *VeeMech*s, believing at first that these machines were all built as variants of a single model. More study not only revealed that this was an error on our part, but it also expanded our understanding of how many AutoMech body types evolved from what were, in essence, some of the Inner Sphere's more popular standbys. As such, it is now our belief that these four models—the *Hounder*, *Jack*, *Streaker*, and *VeeMech*—may have been among the earliest of the convertible wheeled AutoMechs to come into service.

The *Hounder* chassis type is built on the bones of the popular *Wolverine* BattleMech, and nowhere is this more apparent than in its most common weapons configuration. Though it gains five tons in its transition to a bimodal AutoMech, its performance remains unchanged, allowing it to act as both a heavy scout and a brawler. As might be expected, this comes at a significant cost in armor protection and a limited payload, but most of these machines appear to make up for that by carrying some of Syberia's most advanced weaponry.

*Hounder*s are very popular in the AutoBoP faction, but they have also shown up among the ranks of DemoCon and JUniCom armies as well. If our belief that these AutoMechs were indeed among the earliest generation of their kind on Syberia, this would suggest that the Barony of Primus was its originating faction, and that their widespread usage had roots in a more dispersed prewar production that sold across state lines. It is, of course, also possible that the non-AutoBoP *Hounder*s are the result of captures and salvage through the centuries—it's been a long war, after all. But the sheer number of these AutoMechs still wandering about just doesn't seem to jive with that.

Variant Configurations

We've solidly identified at least five popular equipment variations among the vast number of *Hounder*s in service today. Of the most common, one is configured so much like a standard *Wolverine* as to be almost identical in appearance while operating in its 'Mech form. Its biggest difference—outside of its ability to transform, of course—is that its "pistol" mount carries an extended-range large laser instead of an autocannon. The next most common variant, meanwhile, drops the SRM and ammo in favor of a sensor-scattering ECM and a light PPC.

Beyond these "commoners," we've also spotted a robotic field medic version, which uses a lift hoist and welder more often than it does its large laser. These units tend to work in concert with other repair 'Mechs, but we've also seen one or two that functioned more like battlefield engineers instead.

There are also two types we call Striker variants, which put most of their weapon mass into a single, powerful energy weapon, and leave the rest to more exotic components like a Narc beacon launcher or a small, internalized cargo bay.

Type: **Hounder**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Wheeled		9
Engine:	300		19
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	152		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	20	
Center Torso (rear)		7	
R/L Torso	14	20	
R/L Torso (rear)		6	
R/L Arms	10	16	
R/L Legs	14	16	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Large Laser	RA	2	5
SRM 6	LT	2	3
Ammo (SRM) 15	LT	1	1
CASE	LT	1	0.5
Medium Laser	HD	1	1
Common Configuration B			
Light PPC	RT	2	3
Guardian ECM Suite	LT	2	1.5
ER Medium Laser	LT	1	1
ER Large Laser	LA	2	5
Maintainer Configuration			
Lift Hoist	RA	3	3
Light TAG	LT	1	0.5
Large Laser	LA	2	5
Spot Welder	LA	1	2
Striker Configuration (A)			
Snub-Nose PPC	RA	2	6
Narc Missile Beacon	LT	2	3
Ammo (Narc) 6	LT	1	1
CASE	LT	1	0.5
Striker Configuration (B)			
Binary Laser Cannon	RA	4	9
Cargo (0.5 ton)	LT	1	0.5
Flamer	HD	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Extended Torso Twist, Improved Communications, Jettison-Capable Weapon (Right Hand), Protected Actuators, Ubiquitous (Syberia), Trailer Hitch (Vehicle Mode Only)
Credit: Giovanni Blasini, for base chassis design

Notable *Hounders*:

***Hounder* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Chroma-Vee	Striker (A)	SpecMech	Vet (1/2)	Special Forces	Wolverine/Demon
Fire-Vee	Striker (B)	ReconMech	Reg (3/4)	Scout	Wolverine/Demon
Hounder	Common (A)	ReconMech	Vet (1/2)	Scout	Wolverine/Armed Ibex SUV
Mine-Hounder	Maintainer	CraftsMech	Vet (2/4)	Engineer	Wolverine/Striker
Vee-Hoister	Maintainer	DoctorMech	Vet (2/4)	Technician–'Mech	Wolverine/Striker
Vee-Trailer	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Wolverine/Striker
Tilt-Hounder	Common (A)	ArtilleryMech	Reg (4/5)	Infantry	Wolverine/Armed Ibex SUV
Yard Hounder	Maintainer	DoctorMech	Reg (4/5)	Technician-'Mech	Wolverine/Armed Ibex SUV

Ironfish (Submarine AutoMech)

Summary

The *Ironfish*, like all naval AutoMechs, is a rare sight in the forces of any of Syberia's robotic factions. But then again, as its vehicle mode is that of a submersible craft, staying out of sight is practically its whole thing. Favored by the DemoCon faction, which controls the Cold Sea, the eastern half of the Great Sea, and much of the Southern Sludge, *Ironfish*es are presumed to be active in just about all of Syberia's major seas and waterways, but until one surfaces (or, rarer still, actually comes ashore) their presence can go undetected right up to the moment of their first torpedo strikes.

Given the *Ironfish*'s underwater theater of operation, all major segments and joint areas are watertight, and pressure sealed against flooding. Breaches from combat action and accidental collisions are always a danger, but even then, it takes a lot to sink these units thanks to their heavy compartmentalization. All the same, these aquatic AutoMechs feature some of the thickest armor available to their mass bracket.

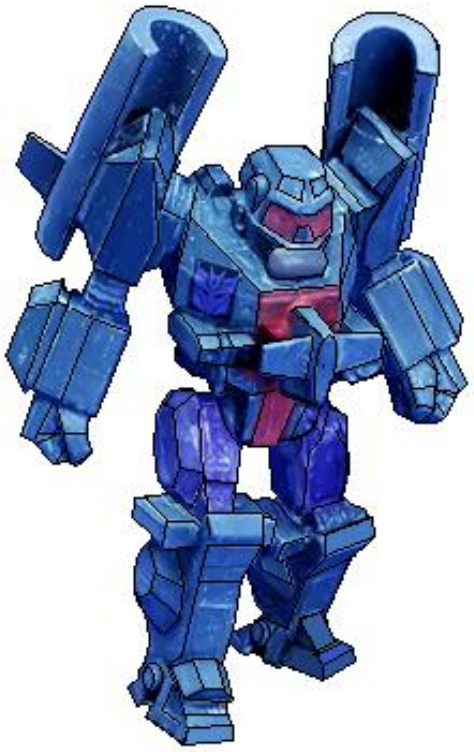
The necessity of passive and active sonar, in addition to the standard suite of sensors, allows the *Ironfish* to function as an effective deep-sea hunter/killer, whether their target is an enemy carrier or a rogue *AutoShark*. And with underwater maneuvering systems active in either mode, the *Ironfish* can swim with equal speed and maneuverability as a boat *or* a 'Mech.

Variant Configurations

The infrequency with which *Ironfish*es make their presence known has naturally hindered our ability to determine just how varied this particular AutoMech class truly is. We have identified at least two common weapon loads, however.

Of the two, the more popular variant is one which carries a multitude of extended-range lasers equally effective against surface targets and those below the waterline. Short-range torpedo racks in the torso flanks enable this version to engage their maritime enemies with either a single four-warhead head-on attack in their BattleMech mode, or in pairs to each side in submarine form.

The second common variant emphasizes stealth and range over raw firepower, especially when working below the waves. Between its twin five-tube long-range torpedo launchers and a Guardian ECM, this configuration allows the *Ironfish* to engage targets from relative safety even when the enemy is actively searching for them. A standard laser and a pair of twin-SRM launchers gives it some additional firepower to work with when surfaced, but forces them to close in if they wish to engage.



Type: **Ironfish**
Technology Base: Syberian (Experimental)
Tonnage: 55

Equipment			**Mass**
Internal Structure:			5.5
Conversion Eqpt:	Naval (Sub)		8.5
Engine:	220		10
Walking MP:	4		
Running MP:	6		
UMU MP:	4		
Submarine Cruise MP:	4		
Submarine Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	23	
Center Torso (rear)		12	
R/L Torso	13	16	
R/L Torso (rear)		10	
R/L Arms	9	18	
R/L Legs	13	26	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0
2 Double Heat Sink	RT/LT	6	0
UMU	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Large Laser	RA	2	5
SRT 2	RT	1	1
Ammo (SRT 2) 50	RT	1	1
CASE	RT	1	0.5
2 ER Medium Lasers	CT	2	2
SRT 2	LT	1	1
ER Medium Laser	LA	1	1
Common Configuration B			
Medium Laser	RA	1	1
LRT 5	RL	1	2
SRM 2	RT	1	1
Ammo (SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Guardian ECM	CT	2	1.5
SRM 2	LT	1	1
Ammo (LRT 5) 24	LT	1	1
CASE	LT	1	0.5
LRT 5	LL	1	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Naval Vehicle Conversion). Improved Sensors, Jettison-Capable Weapon (Hands), Protected Actuators

Notable *Ironfishes*:

***Ironfish* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Sixer-Delta	Common (A)	SpecMech	AbvAvg (2/3)	Spec Ops	Crusader-5K/Neptune Sub
Sinker	Common (B)	ReconMech	Reg (3/4)	Scout	Banshee-11X/Neptune Sub
Hydroplane	Common (B)	NinjaMech	Reg (2/5)	Infantry-AntiMech	Banshee-11X/Neptune Sub

Jack (Wheeled AutoMech)

Summary

Of the four body types (five, if one counts the *Sounder*) belonging to what we now like to call the "*VeeMech* clade" or "the Greater *VeeMech* class"), the *Jack* is probably the lightest and most eclectic. While its base frame clearly derives from that of the classic *Shadow Hawk*, this model drops weight, rather than gains it, in its translation from a standard, all-aspect BattleMech to a convertible, wheeled AutoMech. What prompted this engineering choice by the unit's original designers isn't entirely clear, but one potential explanation may lie in their vehicle forms, which stylistically blend in with both those of both the lighter *Beetle* class and the heavier *Streaker*s.

Crafted as they are to resemble common civilian ground cars, most *Jack*s, *Streaker*s, and *Beetle*s tend to look alike while in their alternate forms—so much so that they can stump even the most sophisticated of onboard sensor systems. And with the sheer volume of each model that remain in service even today, it can be almost impossible to gauge an enemy strike force that stays in vehicle mode until their units have already reached optimal attack range. The profound impact that this type of misdirection tactic offers cannot be overstated.

As with the *Hounder* class, the *Jack* is a common sight among both major factions in the Syberian wars. Once again, a definite preponderance among the ranks of the AutoBoP has us thinking they may have originated with the baronial states, but there are too many in the DemoCon army to discount the possibility of prewar cross-faction sales.

Variant Configurations

Making things even more interesting is the range of payload configurations we've seen *Jack*s using in action, and the extremes to which these variants have gone. While some are basic adaptations of the *Shadow Hawk* theme, others boast jumping capacity the classic 'Mech could only dream of. Still others take an approach more suited to berserker tactics, with weapon loads that either leave their heat control systems quickly overwhelmed, or which encourage them to engage their enemies at point-blank range. We've even seen a fourth group of variants that acts as a maintenance team, with one maintainer variant serving to diagnose its "patient's" damage and provide cover fire, while the other performs the actual repair work with its range of industrial tools.

Data for eight specific examples of the most noteworthy variations described above is provided here.

Type: **Jack**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Wheeled		7.5
Engine:	250		12.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	152		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	23	
Center Torso (rear)		8	
R/L Torso	12	18	
R/L Torso (rear)		6	
R/L Arms	8	16	
R/L Legs	12	16	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Laser	RA	1	1
LRM 5	RT	1	2
Ammo (LRM 5) 24	RT	1	1
CASE	RT	1	0.5
ER Large Laser	LT	2	5
Common Configuration B			
Light PPC	RA	2	3
Beagle Active Probe	CT	2	1.5
Narc Missile Beacon	LT	2	3
Ammo (Narc) 6	LT	1	1
CASE	LT	1	0.5
Light TAG	HD	1	0.5
Leaper Configuration A			
Medium Pulse Laser	RA	1	2
Jump Jets	RT	2	1
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
ER Large Laser	LT	1	5
Leaper Configuration B			
Medium Laser	RA	1	1
Jump Jets	RT	2	1
Streak SRM 2	RT	1	1.5
Guardian ECM Suite	RT	2	1.5
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
Streak SRM 2	LT	1	1.5
Ammo (Streak SRM 2) 50	LT	1	1
CASE	LT	1	0.5
Maintainer Configuration A			
ER Medium Laser	RA	1	1
Beagle Active Probe	CT	2	1.5
Narc Missile Beacon	LT	2	3
Ammo (Narc) 12	LT	2	2
CASE	LT	1	0.5
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5
Maintainer Configuration B			
Spot Welder	RA	1	2
TAG	RT	1	1
Beagle Active Probe	CT	2	1.5
Salvage Arm	LA	2	3
Rivet Gun	LA	1	0.5
Ammo (Rivet Gun) 300	LA	1	1
ER Small Laser	HD	1	0.5
Rampager Configuration A			
3 ER Medium Lasers	RA	3	3
Double Heat Sink	RT	3	1
Beagle Active Probe	CT	2	1.5
Double Heat Sink	LT	3	1
3 ER Medium Lasers	LA	3	3
Rampager Configuration B			
Small Vibroblade	RA	1	3
ER Medium Laser	RA	1	1
Jump Jets	RT	2	1
Jump Jet	CT	1	0.5
Jump Jets	LT	2	1
Small Vibroblade	LA	1	3

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Wheeled 'Mech Conversion), Battle Fists, Jettison-Capable Weapon (Right Hand), Rugged (1 Point), Ubiquitous (Syberia)
Credit: Giovanni Blasini for the base design

Notable *Jacks*:

***Jack* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Blank Jack	Common (B)	ArtilleryMech	Reg (3/4)	Infantry	Shadow Hawk/Rotunda
Heat Jack	Rampager (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Lighter Jack	Common (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Luna Jack	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Shadow Hawk/Rotunda
Red Jack	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Shadow Hawk/Rotunda
Speeder Jack	Maintainer (B)	DoctorMech	AbvAvg (3/3)	Tech-'Mech	Shadow Hawk/Rotunda
Swiper Jack	Leaper (A)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Tracker Jack	Leaper (B)	ReconMech	Reg (2/3)	Scout	Shadow Hawk/Rotunda
Trapspringer-One	Rampager (B)	SpecMech	Elt (0/1)	Infantry-AntiMech	Shadow Hawk/Rotunda
Wheeler Jack	Maintainer (A)	DoctorMech	Vet (0/1)	Tech-'Mech, Officer	Shadow Hawk/Rotunda
Break Ender	Common (B)	ReconMech	Vet (1/2)	Scout	Shadow Hawk/Rotunda
Dead Ender	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Shadow Hawk/Rotunda
Wild Ender	Rampager (A)	ReconMech	Vet (1/2)	Scout	Shadow Hawk/Rotunda

JetMech (Aerofighter AutoMech)

Summary

The *JetMech* class AutoMech shares much of its functionality, and usage with the *Cycler*, but is tougher and better armed, thanks to whatever breakthrough enabled the Syberians to break the fifty-five-ton barrier on 'Mech-to-fighter conversions. To be fair, there are a lot of ways the people of Syberia evidently trumped the capabilities of their Star League forebears before they managed to kill themselves, but the Inner Sphere has famously failed to revive LAM tech long enough or well enough to build a truly heavy convertible. And yet, the Syberians apparently managed to do it somewhere in the twenty-ninth century. True, they only got a few designs into production like it—including this one and the *BomberMech*—but the 'Mech afficionados keep telling me that this is a monumental accomplishment.

Better than realistically simulated artificial intelligence at a fraction of the size and complexity though? I guess it depends who you ask.

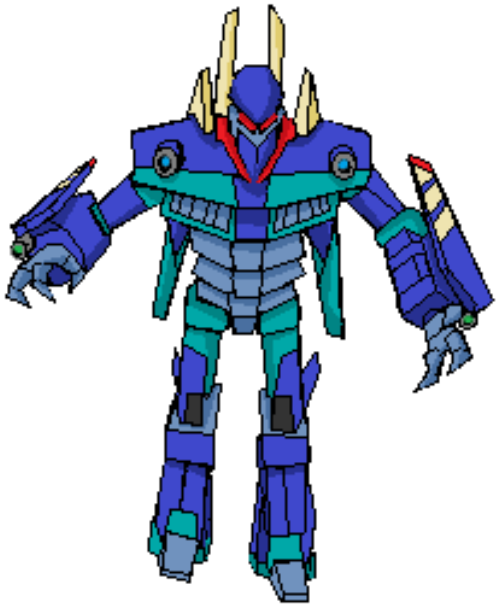
Anyway, the *JetMech*'s mass is twenty tons greater than that of the *Cycler*, and ten tons heavier than the *Seeker II*. Because of that, the thruster sizes apparently needed to be doubled to achieve the same lift and acceleration. Syberia's rocket tech was up to the task, but with all the other things that go up in weight and cost as you go bigger, the end result is a unit that just can't match those lighter units for speed—either on the ground or in the air.

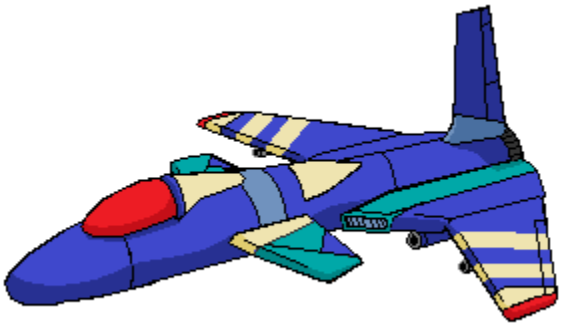
Still, as it seems they took the *Cycler*'s and *Sweeper*'s master-and-drone approach with their AIs when they made the *JetMech*, we're starting to think that the Syberians were considering a new paradigm in how their AutoMech chains of command were meant to work. Could it have been that they were starting to reconsider giving a semblance of free will—however false—to their war machines?

Variant Configurations

The *JetMech* appears to use two specific equipment loads that are, so far as we can tell, differentiated between the master units and the drones. While both make use of a mix of large- and medium-sized lasers, the command-grade *JetMech*s typically mount extended-range versions, while their "code-bonded" drones use the shorter-ranged standard models.

Also, in an obvious effort to try and contain the dangerous levels of heat they can suffer in combat, the master units drop the centerline laser found on the drones, and use the free mass to install an extra double-heat sink in their reactor housing. Despite this modification, these command-grade *JetMech*s can barely keep up with the use of their large lasers alone.





Type: **JetMech**
Technology Base: Syberian (Experimental)
Tonnage: 65

Equipment		**Mass**
Internal Structure:		6.5
Conversion Eqpt:	Aero	10
Engine:	275	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	6	
Safe Thrust:	6	
Max Thrust:	9	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	21	0
Armor Factor:	160	10

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	17
Center Torso (rear)		12
R/L Torso	15	15
R/L Torso (rear)		12
R/L Arms	10	16
R/L Legs	15	18

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Jump Rockets	RL/RT/LL	6	6

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Medium Laser	RA	1	1
ER Large Laser	RT	2	5
ER Large Laser	LT	2	5
ER Medium Laser	LA	1	1
Double Heat Sink	--	--	1
Common Configuration B			
Medium Laser	RA	1	1
Large Laser	RT	2	5
Medium Laser	CT	1	1
Large Laser	LT	2	5
Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Heavy Biped/AerofighterMech Conversion), Atmospheric Flyer, Improved Communications, Nimble Jumper, Code-Bonded (Drone models only; Unit may only operate within 1,000 km of its designated air-command unit)

Notable *JetMechs*:

***JetMech* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
JetMech-D Drone	Common (B)	GruntMech	Vet (2/3)	Minimal	Yao Lien/Stingray
Storm Jet	Common (A)	CommandMech	Vet (2/2)	Infantry, Officer	Yao Lien/Stingray

Leader (Wheeled AutoMech)

Summary

The more we see the *Leader* class AutoMechs in action, the more convinced we are that we couldn't have picked a better name for them. While many of these machines appear under-armed for their mass, their thick armor and command-grade combat computers mesh with their Syberian AIs with astounding clarity. Because their battlefield role requires them to remain close to their subordinate troops, most *Leader*s perform their command duties from the front. As ground-fighters, they often work to counter similar assault-grade units such as the *Tankus*, *Lieutenant*, and *Grimdark* class AutoMechs. But we've also spotted a few that operate more like fire support units and logistics transports.

The *Leader* known as "Primus Optimal" remains at the head of the AutoBoP faction, but we have determined that at least two of its highest ranked sub-commanders are variants on the same chassis. That one of these is a unit known as "Primus Thermal," however, has us somewhat confused as to how their faction handles its rank structure.

(Aside: We believed, rather early on, that the term "Primus" was effectively the AutoBoP military's equivalent to a General of the Armies, but this clearly cannot be the case with more than one so-titled unit in active service. Interviews with other AutoBoP units have failed to clear this up conclusively, but it seems that Primus "Thermal" was commissioned during a brief period when "Optimal" was either crippled or otherwise incapacitated. If so, the elder *Leader*'s return to duty did not negate the other's promotion…that, or the event was so unprecedented that even the AutoBoPs themselves aren't sure how to handle it.)

Leader-class AutoMechs appear to be equally prominent in both the AutoBoP and DemoCon armed forces. But while most appear to serve in positions of authority regardless of their affiliation, none in the DemoCon ranks have yet to attain the near-mythic levels of skill and status given to those who currently dominate the AutoBoP command structure. This of course, is only to be expected, given that the Conglomerate forces' supreme commander is a *Tankus* class that has long clashed with the *Leader*-class known as Primus Optimal.

Variant Configurations

As discussed earlier, many *Leader*-class AutoMechs appear to be under-gunned for a unit that has an impressive, combat equipment capacity of thirty tons. But that is only if one counts the weapons by quantity, rather than power and quality.

The Primus variants, for instance, typically carry only one or two big guns, plus some type of heavy melee weapon for close-in battle.

Transport variants, meanwhile, are even less equipped for fighting, thanks to devoting so much of their payload to storage capacity and the mobility of jump jets to assist in any desperate escapes. (One of those even takes the extra step of installing CASE systems, presumably just in case its cargo happens to be explosive.)

Artillery variants tend to mount matched pairs of heavy-grade missile or ballistic weapons, each with ample magazines and backed up by at least one long-ranged energy gun.

But the Magna variant—named for the most prominent AutoBoP that uses it, a unit known as Magnum Ultra—may be the most comprehensively equipped. Featuring an extended-range laser, an ultra-class autocannon, and a pair of ammo-efficient Streak SRM launchers, it packs the greatest potential for damage output of all the *Leader* configurations we've seen so far.

Type: **Leader**
Technology Base: Syberian (Experimental)
Tonnage: 85

Equipment			**Mass**
Internal Structure:			8.5
Conversion Eqpt:	Wheeled		13
Engine:	255		13
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	232		14.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	27	31	
Center Torso (rear)		20	
R/L Torso	18	20	
R/L Torso (rear)		16	
R/L Arms	14	20	
R/L Legs	18	30	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Prime Configuration A			
Gauss Rifle	RA	7	15
Ammo (Gauss Rifle) 16	RT	2	2
Large Pulse Laser	CT	2	7
Hatchet	LA	6	6
Prime Configuration B			
2 ER PPCs	RA	6	14
2 Double Heat Sinks	RT	6	2
Large Pulse Laser	CT	2	7
2 Double Heat Sinks	LT	6	2
Chainsaw	LA	5	5
Artillery Configuration A			
Light PPC	RA	2	3
LB 10-X AC	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
LB 10-X AC	LT	6	11
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
Artillery Configuration B			
Sword	RA	6	5
LRM 15	RT	3	7
Ammo (LRM 15) 24	RT	3	3
CASE	RT	1	0.5
Guardian ECM	CT	2	1.5
LRM 15	LT	3	7
Double Heat Sink	LT	3	1
ER Large Laser	LA	2	5
Magna Configuration			
Ultra AC/5	RA	5	9
Ammo (Ultra AC/5) 40	RA	2	2
Streak SRM 6	RA	2	4.5
Ammo (Streak SRM 6) 30	RT	2	2
CASE	RT	1	0.5
ER Large Laser	CT	2	5
Ammo (Streak SRM 6) 30	LT	2	2
CASE	LT	1	0.5
Streak SRM 6	LA	2	4.5
Transport Configuration A			
ER Large Laser	RA	2	5
2 Flamers	RA	2	2
Cargo (7 tons)	RT	7	7
Jump Jet	RT	1	1
CASE	RT	1	0.5
Cargo (7 tons)	LT	7	7
Jump Jet	LT	1	1
CASE	LT	1	0.5
2 Fluid Guns	LA	2	4
Ammo (Fluid Gun) 40	LA	2	2
Transport Configuration B			
Snub-Nose PPC	RA	2	6
Beagle Active Probe	RT	2	1.5
Cargo (9 tons)	RT	9	9
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Guardian ECM Suite	LT	2	1.5
Cargo (9 tons)	LT	9	9
Jump Jet	LT	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Battle Computer, Battle Fists, Command BattleMech, Jettison-Capable Weapon (Right Hand), Modular Weapons, Rugged (2), Searchlight

Notable *Leaders*:

***Leader* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Magnum Ultra	Magna	CommandMech	Elt (1/1)	Infantry, Officer	Grand Titan/Indra
Primus Optimal	Prime (A)	CommandMech	Sup (0/0)	Analysis, Officer	Grand Titan/HQ Vehicle
Primus Thermal	Prime (B)	CommandMech	Vet (1/2)	Infantry, Officer	Banshee/Coolant Truck
Master Motor	Artillery (B)	CommandMech	Vet (2/1)	Infantry, Officer	Grand Titan/HQ Vehicle
Master Nemesis	Prime (A)	NinjaMech	Vet (3/0)	Infantry	Grand Titan/HQ Vehicle
Master Onslaught	Artillery (A)	CommandMech	Vet (2/1)	Infantry, Officer	Grand Titan/Long Tom MV
October Alpha	Transport (A)	Explorer	Vet (4/2)	Planetary Surveyor	Grand Titan/Coolant Truck
Star Train Alpha	Transport (B)	ReconMech	Vet (2/1)	Scout	Banshee/Pilum Wheeled Tank*

*Remove turret

Lieutenant (Wheeled AutoMech)

Summary

The *Lieutenant*-class AutoMech is, as the name implies, a relative of the *Leader* class in form, if not in function. Although lacking in the enhanced tactical subsystems and communications gear that makes *Leader*s so effective as command units, their visual and mobility profiles—particularly when in vehicular form—betray a similar lineage. *Lieutenant*-class AutoMechs have even been known to tow the same cargo trailer modules periodically used by *Leader*s.

At their most basic, *Lieutenant*s serve as support 'Mechs in combat, usually by providing long-range cover fire or plugging holes in defensive formations. All the models of this class we've seen in action to date have also demonstrated a propensity for mounting basic labor equipment in addition to their weaponry, be it in the form of lift hoists or on-board cargo bays for drones, small parts, and ammunition.

Some additional quirks we've also noticed in the *Lieutenant* class include a unique style of forward vehicle plating that, upon converting into BattleMech mode, forms a broad shield for the back of the unit's head module. Combined with hand actuators optimized for physical combat, chassis-wide semi-modular architecture, and a generally high tolerance for the effects of long-term field deployment, it feels quite possible that many of these machines may have descended from units with more gladiatorial origins. As if to bear out this theory, we've noticed that many *Lieutenant*-class AutoMechs are prone toward developing belligerent personalities more in line with the likes of DynaBoG units, rather than the more disciplined AutoBoPs.

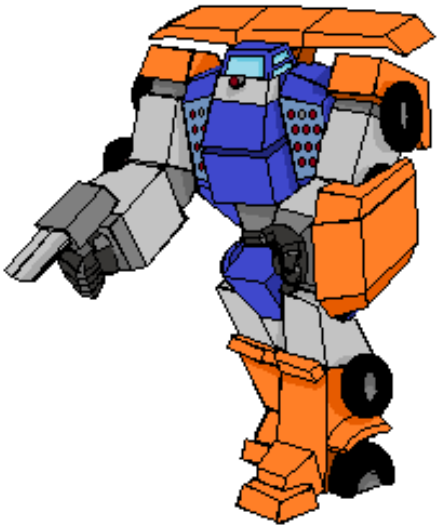
The baronial factions appear to be the most dominant user of *Lieutenant* AutoMechs, but the likelihood of DemoCon and JUniCom cannot be discounted, given their overall utility.

Variant Configurations

Two major variations of the *Lieutenant* have been noted in the field so far. The most common one is a basic Support variant, which maintains a five-ton cargo bay in addition to a pair each of ultra-autocannons and twin-pack SRMs.

The second variant, which we call the Artillery configuration, is an absolute brute by comparison. With twin, Artemis-enhanced LRM racks, a binary laser cannon, and an extended-range small laser for good measure, it can lay down solid fire at all ranges—but not without serious risks of overheating. (In case I forgot to mention, *Lieutenant*s seem to use standard heat sinks exclusively.) But there is method to this madness, you see, as this design features a rare sight among Syberia's AutoMechs: triple-strength myomer.

It's unknown when, how, or why Syberia's colonists unlocked a stable, military-grade version of TSM, but our best guess is that it stemmed from work on their superheavy AutoMechs. Whatever the case, the Artillery-variant *Lieutenant*s are among the very few known to use the stuff, and their high-heat arsenal is almost certainly intended to allow them to engage it almost at will. While such equipment doesn't directly augment the lift hoists this configuration mounts, the fact that it also sports a four-ton shield supports the notion that these AutoMechs evolved from prewar gladiator units.



Type: **Lieutenant**
Technology Base: Syberian (Experimental)
Tonnage: 80

Equipment			**Mass**
Internal Structure:			8
Conversion Eqpt:	Wheeled		12
Engine:	240		11.5
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	184		11.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	28	
Center Torso (rear)		13	
R/L Torso	17	18	
R/L Torso (rear)		10	
R/L Arms	13	16	
R/L Legs	17	23	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Heat Sink	RT	1	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Artillery Configuration			
Binary Laser Cannon	RA	4	9
LRM 10+Artemis IV	RT	3	6
Ammo (LRM 10) 24	RT	2	2
CASE	RT	1	0.5
Lift Hoist	CT (R)	3	3
LRM 10+Artemis IV	LT	3	6
Triple Strength Myomer	LT	6	0
Medium Shield	LA	5	4*
ER Small Laser	HD	1	0.5
Support Configuration			
Ultra Autocannon/5	RA	5	9
SRM 2	RA	1	2
Ammo (Ultra AC/5) 20	RT	1	1
Ammo (SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Cargo (5 tons)	LT	5	5
Ammo (Ultra AC/5) 20	LT	1	1
CASE	LT	1	0.5
Ultra Autocannon/5	LA	5	9
SRM 2	LA	1	2

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Battle Fists, Cowl, Jettison-Capable Weapon (Right Hand), Modular Weapons, Rugged (2), Searchlight; *Medium Shield reduces this unit's Walk/Cruise MPs by 1.

Notable *Lieutenants*:

***Lieutenant* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Huffa Minor	Artillery	CraftsMech	Vet (2/5)	Engineer	Titan II/Shoden
Pippa Minor	Support	ArtilleryMech	Vet (2/3)	Infantry	Titan II/Shoden*

*Remove Turret

Lifter (Wheeled AutoMech)

Summary

The *Lifter* is another in a series of battlefield engineering AutoMechs, units whose primary functions—at least when in vehicle form—are geared toward labor and non-combat support, but which are built to military specs, rather than those of commercial industry. While most in service today do carry at least one weapon, the remainder of their equipment is invariably dedicated to work best done behind the front lines.

The *Lifter* weighs in at seventy-five tons, which puts it at the top of the heavy weight class, and yet it cuts a remarkably slender profile reminiscent of the Inner Sphere *Grasshopper*. While built for rough use, with actuators well protected against foreign debris, and an efficient design that helps reduce the need for general maintenance, this AutoMech's armor is rather light for its size. Such protection most certainly shields the unit's internals from the typical bangs and tumbles of its daily labors, but can be breached in just one or two hits from heavier weapons.

Curiously enough, *Lifter*s come equipped with sophisticated communications and combined logistical/tactical sub-processing systems that combine to make them ideal command-grade units. Among fellow engineering 'Mechs, it is not uncommon to see the *Lifter* acting as the team's leader or chief tech. Some even serve a similar function on the battlefield, typically coordinating troop movements and directing squads of lighter, more battleworthy AutoMechs as part of a headquarters group.

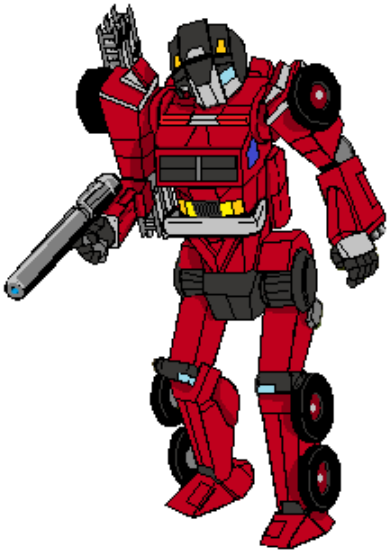
*Lifter*s have shown up among the AutoBoP, DemoCon, and JUniCom forces in varying numbers, but they are most prominent among the baronial factions.

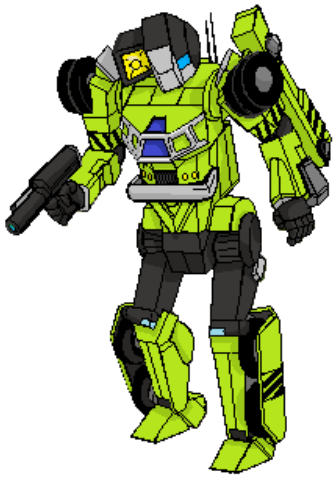
Variant Configurations

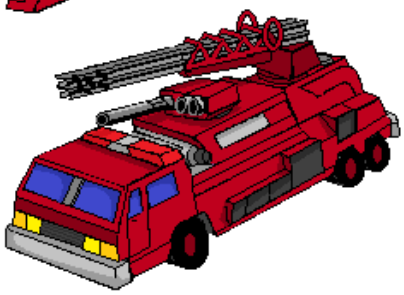
The two most common *Lifter* variants are readily identifiable by their non-military equipment features, as well as their electronic signatures (or lack thereof).

The Crane configuration—so known for the dual lift hoists mounted in its left arm—carries a host of electronic warfare equipment that includes not only a Beagle active probe and Guardian ECM, but also six tons' worth of extra comms gear that enable it to combat enemy EW gear, relay data via satellite, and tap into friendly remote sensors.

The Fire Control configuration, as one might easily guess, is configured for firefighting and rescue operations. The twin fluid guns in its left arm are typically loaded with anti-incendiary foam or a compound the locals call "liquid sand," while a retractable, hundred-meter ladder folds up along its right. (We'll not linger on the fact that this ladder is little more than a reminder of the human lives this model was once meant to save.) Fully ten tons of this variant is given over to cargo bays, which can store anything from additional firefighting supplies and medical gear, to repair components and an assortment of MiniMechs or ultralight drones.







Type: **Lifter**
Technology Base: Syberian (Experimental)
Tonnage: 75

Equipment			**Mass**
Internal Structure:			7.5
Conversion Eqpt:	Wheeled		11.5
Engine:	300		19
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Wheeled Cruise MP:	5		
Wheeled Flank MP:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	23	15	
Center Torso (rear)		10	
R/L Torso	16	14	
R/L Torso (rear)		8	
R/L Arms	12	15	
R/L Legs	16	18	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Crane Configuration			
Large Pulse Laser	RA	2	7
Beagle Active Probe	RT	2	1.5
Guardian ECM Suite	CT	2	1.5
Communications Equipment	LT	6	6
2 Lift Hoists	LA	6	6
Fire Control Configuration			
ER Large Laser	RA	2	5
Ladder (100m)	RA	1	0.5
Cargo (5 tons)	RT	5	5
Cargo (5 tons)	LT	5	5
2 Fluid Guns	LA	2	4
Ammo (Fluid Gun) 40	LA	2	2
Small Laser	HD	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Command BattleMech, Improved Communications, Protected Actuators, Rugged (1), Searchlight, Trailer Hitch (Vehicle Mode Only); Jettison-Capable Weapon (Right Hand)

Notable *Lifters*:

***Lifter* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Fire Crane	Fire Control	ArtilleryMech	Vet (2/3)	Infantry	Grasshopper/Coolant Truck
Grapple Crane	Crane	CraftMech	Vet (1/5)	Engineer	Grasshopper/JI-100
Hauler Crane	Crane	LaborMech	Reg (5/7)	Tech-Civilian	Grasshopper/JI-100
Spot Lifter-P	Fire Control	CommandMech	Vet (1/2)	Infantry, Officer	Grasshopper/Coolant Truck
Hook-Lifter	Crane	DoctorMech	Elt (0/4)	Tech-'Mech, Engineer	Grasshopper/JI-100

Mariner (Naval AutoMech)

Summary

The *Mariner* AutoMech is an odd duck.

Okay, maybe that was a lousy pun. But, I mean, how many of these weird water-going convertible AutoMech types do you see that just bob on the water all day, you know? Well, so far, it looks like, just this one. Sure, the *Coaster* also spends much of its time on the water, but it's actually a hovercraft, so it doesn't count. And the submarine types rarely lurk on the surface for very long on average. But this one, which we're calling the *Mariner* class? It just…floats out there.

And, knowing that it's actually a folded-up BattleMech somehow just makes that *weird* to me.

As a 'Mech, the *Mariner* looks just plain ungainly, especially compared to its more humanoid-shaped contemporaries. On the water, it looks like even less of a big deal, but in fact, this guy tips the scales at ninety tons, over a third of which is combat gear—mostly meant to watch the skies. But you wouldn't necessarily think so while it's out there, looking like a patrol boat, especially if you see it escorting one of those bigger, non-convertible AutoMech ships. I guess that's why I liken it to a duck—or maybe, more like a decoy duck, which looks so unassuming and helpless to hunters and prey alike. Until one gets into range, that is.

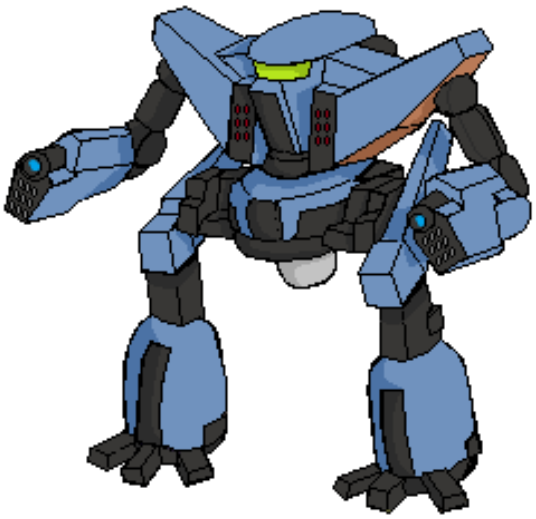
Whether in or out of its boat mode, the *Mariner* isn't known for its speed, and it's often lucky if it can get much past fifty kilometers an hour. It boasts thick armor, including actuators that are well sealed and protected from debris and barnacles alike (or whatever Syberia's barnacle-equivalent might be), as well as the natural compartmentalization that makes it harder to sink than a typical watercraft. So, it's basically a floating assault tank. But while it also has the sonar capabilities and sensors to deal with other maritime threats, this AutoMech's real specialty is anti-aircraft work.

That the AutoBoP faction has more of these units than the DemoCons, who have historically controlled over half of Syberia's meager seas and waterways, is fascinating. Our guess is that the factories and ports responsible for producing and servicing new *Mariner*s were captured by the AutoBoPs for much of the past few centuries, during which time, the baronies pumped out as many of these craft as they could reasonably produce. Given their edge in submarine 'Mechs, the DemoCons probably didn't prioritize the factories' recapture, and simply leaned into boats that could fight as well below the waves as they could upon them.

Variant Configurations

The most common loadout we've seen on a *Mariner* has been centered on a pair each of LRM racks and extended-range large lasers. This variant, while quite effective at both littoral combat and anti-air work, also carries a pair of large short-range torpedo racks for targets below the waterline.

The Sniper configuration takes a lower-heat approach to its role by comparison, with only a single ER laser, backed up by a pair of ultra autocannons. While somewhat weaker in overall firepower, this version is at least capable of launching everything it has at its enemies without instantly overtaxing its cooling systems.



Type: **Mariner**
Technology Base: Syberian (Experimental)
Tonnage: 90

Equipment		**Mass**
Internal Structure:		9
Conversion Eqpt:	Naval	13.5
Engine:	270	14.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Cruise MP:	3	
Flank MP:	5	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor:	240	15

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	29	31
Center Torso (rear)		16
R/L Torso	19	25
R/L Torso (rear)		14
R/L Arms	15	25
R/L Legs	19	28

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0
Floats	RT/RL/LT/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
ER Large Laser	RA	2	5
LRM 10	RA	2	5
SRT 6	RT	2	3
Ammo (LRM 10) 36	RT	3	3
CASE	RT	1	0.5
SRT 6	LT	2	3
Ammo (SRT 6) 30	LT	2	2
CASE	LT	1	0.5
ER Large Laser	LA	2	5
LRM 10	LA	2	5
Sniper Configuration			
Ultra Autocannon/5	RA	5	9
Ammo (Ultra AC/5) 40	RA	2	2
SRT 2	RT	1	1
Ammo (SRT 2) 50	RT	1	1
CASE	RT	1	0.5
ER Large Laser	CT	2	5
SRT 2	LT	1	1
CASE	LT	1	0.5
Ultra Autocannon/5	LA	5	9
Ammo (Ultra AC/5) 40	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/BattleMech conversion), Anti-Aircraft Targeting, Improved Sensors, Protected Actuators, Searchlight

Notable *Mariners*:

***Mariner* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Depth Charger	Common	ArtilleryMech	AbvAvg (3/4)	Infantry	Bandersnatch/Sea Skimmer*
Dock Watcher	Common	ArtilleryMech	Reg (4/5)	Infantry	Bandersnatch/Sea Skimmer*
Thunder Boat	Sniper	ArtilleryMech	Reg (4/5)	Infantry	Bandersnatch/Sea Skimmer*

*Remove hydrofoil fins

Mesothelae (Bestial AutoMech)

Summary

The *Mesothelae* class is one of two main trooper designs used by the PresiDom's military. With a marked family resemblance to its counterpart, the *Skorpios*, it shares much of the same chassis and architecture, but has a visual aesthetic that is far more arachnoid than arthropodal.

Like many of the insectoid bestial-conversion AutoMechs, the *Mesothelae* features extra limbs that are more decorative than functional. These spindly things cannot support the unit's weight, but they can flex a bit to complete the whole "buggy" look, and their mere presence can help soak damage from enemy fire as incoming missiles, shells, and beams often hit them instead of the body segments they're attached to. On the *Mesothelae*, these cosmetic limbs also feature a curious bit of fiber-optic light channeling and flexible tubing that, when hooked up properly to a weapon's exhaust vents, can make it appear as if weapons mounted in the AutoMech's torso are firing instead from the limb-tips. Both of the major variants of this unit make great use of this visual gimmick by linking their machine guns to these false legs.

While they are not primarily meant for recon operations, given their limited ground speed and heavy armor, *Mesothelae*s possess some of the best communications and sensor systems the Syberians could make short of Beagle and Guardian technologies. This enables them to detect many hidden threats at close range, counter some of the more powerful electronics warfare tactics commonly used in battle, and even establish satellite uplinks when possible. These AutoMechs are thus more difficult to surprise or ambush than most others.

Variant Configurations

The *Mesothelae*'s Attack variant is a straightforward combat unit. Its loadout combines an array of machine guns in its torsos for point-blank "critseeking" with an arm-mounted heavy autocannon for ranged armor-smashing. This all-ballistic configuration runs quite cool, but limits the AutoMech's operational endurance, a flaw found with several other PresiDom units.

The somewhat less common Stealth version of this AutoMech drops the Attack variant's heavy autocannon and swaps it out in favor of a pair of large lasers and Star League-grade electronics that seriously magnify their onboard sensors and comm systems. The use of energy weapons as its primary offense can easily overload this unit's heat sinks, so most *Mesothelae*s with this configuration tend to hold one laser in reserve, staggering their fire unless (and until) they have no choice but to unleash their full fusillade.

Type: **Mesothelae**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Bestial		3
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	168 (+20)		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	23	
Center Torso (rear)		8	
R/L Torso	14	19 (+10)	
R/L Torso (rear)		5	
R/L Arms	10	20	
R/L Legs	14	20	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
Heat Sink	RT	1	0
Extra Limbs (2 sets)	2RT/2LT	4	4

Weapons and Ammo	**Location**	**Critical**	**Mass**
Stealth Configuration			
Large Laser	RA	2	5
4 Machine Guns	RT	4	2
Guardian ECM Suite	RT	2	1.5
Ammo (MG) 100	RT	1	0.5
CASE	RT	1	0.5
4 Machine Guns	LT	4	2
Beagle Active Probe	LT	2	1.5
Ammo (MG) 100	LT	1	0.5
CASE	LT	1	0.5
Large Laser	LA	2	5
Attack Configuration			
Autocannon/10	RA	7	12
4 Machine Guns	RT	4	2
Ammo (AC/10) 20	RT	2	2
4 Machine Guns	LT	4	2
Ammo (MG) 200	LT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Arachnoid Quad Form), Improved Communications, Improved Sensors, Non-Standard Parts
Credit: Glitterboy2098

Notable *Mesothelae*s:

***Recluse* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Arachnika	Stealth	ReconMech	Vet (1/2)	Scout	Venom/Tarantula*
Torrentus	Attack	ReconMech	Elt (0/0)	Scout, Officer	Venom/Tarantula*

*Add four more legs.

MiniMug (Hover AutoMech)

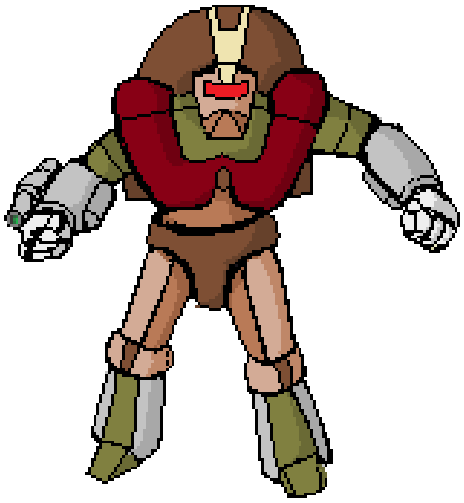
Summary

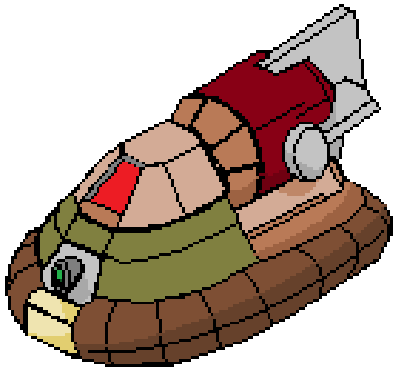
Why? Just… Why? It's practically a ProtoMech! Seriously, though, we think this one may have been intended as a light labor unit and passenger transport for long dead human operators. Its use of commercial armor and the efforts put toward keeping its form as compact as possible—as opposed to the much bigger-looking, but same-weight *Bi-Wheeler* model—suggests that the big priority here was to make an AutoMech that was more human-friendly somehow. Standing at just over four meters, the *MiniMug*, as we've come to call it, looks like what might happen if 'Mechs could breed and have children. Its industrial frame is so small, and its vital components so tightly packed, that it almost looks like it carries its hover-vehicle form on its back like a turtle shell or infantry backpack.

Whatever these ultra-light, autonomous WorkMechs were meant to do originally is a moot point today, of course. With only a single ton devoted to weapons and equipment, most of those we've seen are armed with just a single medium laser. As this kind of firepower only enables them to pose the most serious threat to the various MiniMechs and ultralight drones observed to date, we suspect that the JUniCom faction armed them with an eye toward anti-infantry work and indoor security. Or perhaps, given the general inefficiencies of JUniCom technologies overall, they simply exist to serve in the same niche as those suit-scale drones their in-system neighbors take for granted.

Variant Configurations

We've not noted any alternative versions of the *MiniMug* to date. Granted, we haven't really looked too hard, but its options are just *that* limited.





Type: **MiniMug**
Technology Base: Syberian (Experimental)
Tonnage: 15

Equipment		**Mass**
Internal Structure:	Imp. Industrial	3
Conversion Eqpt:	Hover	2.5
Engine:	90	3
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Hover Cruise MP:	8	
Hover Flank MP:	12	
Heat Sinks (Standard):	10	0
Gyro:		1
Cockpit:	AutoMech	3
Armor Factor (Commercial):	36	1.5

	Internal Structure	*Armor Value*
Head	3	3
Center Torso	5	5
Center Torso (rear)		2
R/L Torso	4	4
R/L Torso (rear)		2
R/L Arms	2	3
R/L Legs	3	4

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Hover Fans	RA/RL/LA/LL	4	0
7 Heat Sinks	3RT/CT/3LT	7	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Medium Laser	RA	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Hover Vehicle Conversion), Compact 'Mech, Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts

Notable *MiniMugs*:

***MiniMug* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Scrap Iron	Common	ReconMech	Grn (4/5)	Scout	Siren ProtoMech/Savannah Master

Minnow (Submarine AutoMech)

Summary

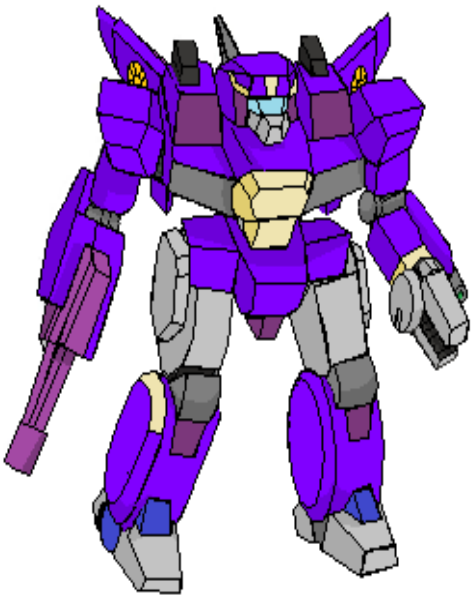
The *Minnow* is the smallest submersible AutoMech type we are presently aware of. It's also the fastest of Syberia's autonomous watercraft—at least so long as we discount the hovercraft. For its mass, this AutoMech is fairly well designed. Its submarine propulsion translates its ground mobility seamlessly, enabling it to reach speeds approaching ninety kph underwater. I can't think of many Inner Sphere subs that can move that fast beneath the waves. At least, none that are also expected to see combat, but then again, I'm not an expert on such things, really. I *have* seen the kind of aquatic BattleMechs they build back home, though, and I must say that the Syberians got them beat.

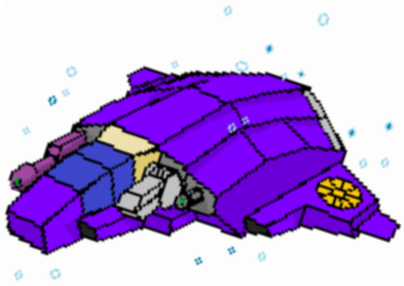
The *Minnow* is about as tough as it is sleek. In addition to the sinking-resistant compartmentalization that comes part and parcel with being a BattleMech in aqua-vehicle drag, its armor thickness is optimized about its most vital core systems. Blow off this thing's legs and arms, and it'll still sail just as fast, as long as its body remains unbreached. Mind you, such breaches would still come easily enough, given most of the heavier weaponry seen routinely in the Syberian arsenals. But one can only make a shell so thick at this AutoMech's weight.

If I had to guess, though, the *Minnow* isn't really meant for combat anyway. Not primarily, at any rate. After all its basic components, this unit has only six tons left for equipment, and of the two main variants we've seen in service, both spend only half their payload on ranged energy weapons. The rest is spent on systems that can either manipulate its immediate environment or chop away at it. Given this preference and the *Minnow*'s speed, I suspect that it was actually meant to function as an explorer/scout or as a rescue vehicle for other sunken units.

Variant Configurations

As I mentioned earlier, the two main variations we've seen of the *Minnow* spend only three tons on weapons: one pulse and one extended-reach medium laser. These guns are even mounted in the same physical locations. But where the most common version carries a hatchet, the other configuration has a salvage arm in its place for more technical work. We call that one the Maintainer variant, though personally, I prefer "handyman."





Type: **Minnow**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Naval (Sub)		6
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
UMU MP:	5		
Submarine Cruise MP:	5		
Submarine Flank MP:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	126		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	14	
Center Torso (rear)		9	
R/L Torso	10	12	
R/L Torso (rear)		8	
R/L Arms	6	12	
R/L Legs	10	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	0
2 Double Heat Sinks	RT/LT	6	0
5 UMUs	2RT/CT/2LT	5	2.5

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Medium Pulse Laser	RA	1	2
Hatchet	LA	3	3
ER Medium Laser	LA	1	1
Maintainer Configuration			
Medium Pulse Laser	RA	1	2
Salvage Arm	LA	2	3
ER Medium Laser	LA	1	1

Notes: No turret in vehicle mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, Naval/'Mech Conversion), Improved Sensors, Searchlight

Notable *Minnows*:

***Minnows* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Nautilia	Maintainer	ReconMech	Vet (2/3)	Scout	Vixen/Cizin*
Wave Diver	Common	ArtilleryMech	Vet (2/3)	Infantry	Vixen/Cizin*

* Remove Turret.

Mistress (Wheeled AutoMech)

Summary

The *Mistress*-class AutoMech is the kind of unit that you can just see having a home in the Succession Wars-era Inner Sphere. Even though its BattleMech form is more reminiscent of the Clan-made *Kodiak*, it just has that kind of look that reminds me of some those late-thirtieth century downgrades of first Star League machines. You know, the kind that look *huge*, but carry only three or four weapons because they had to use the clunkier stuff they could still make, instead of the sublime stuff made centuries earlier.

Or maybe that's just me.

Anyway, this AutoMech is a real tank, and I'm not just talking about its vehicle form, which *is* one. It looks big and tough, and it is armored that way. With the exception of its head module and rearward flanks, it can soak a hit from the biggest guns in the Syberian arsenals without a breach. And with the extra-wide actuation of its midsection, its nearly impossible to find an attack angle on this thing that it can't hit you back from. *Hard*.

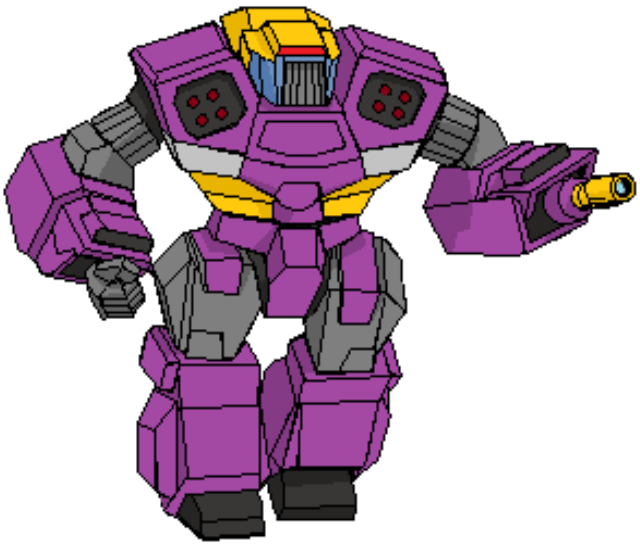
The *Mistress* is another one of those Syberian machines that appear to be fielded as master-and-drone troopers, as seen with the *Cycler*, the *JetMech*, and the *Sweeper*. Only about one in thirty of these AutoMechs comes off the assembly line with a full personality, while the rest are silent and obedient mechanoids waiting to be "code-bonded." What's particularly interesting in this arrangement is how all of the "master" units receive feminine voiceprints. We've seriously not found—or rather, *heard*—any that possess masculine or robo-neutral speech types. It is for this reason, more than any other, that we decided to name this class the *Mistress* (and definitely *not* because one of our team has some kind of fetish).

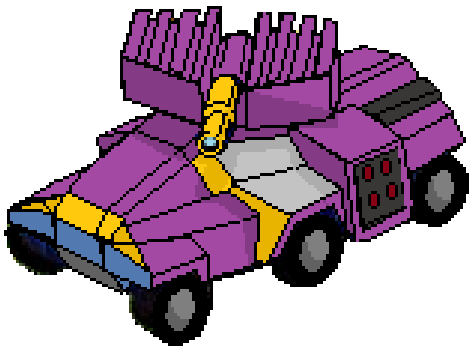
The *Mistress* is produced off-world—on Tumult, we think—exclusively by the DemoCon faction. It is there that most of these AutoMechs see action, often paired up with yet another of the master-and-drone units, the *Vespidae*, for air support.

Variant Configurations

Mistress-class AutoMechs come in two nearly identical configurations. (This seems particularly weird, given that their engineering is clearly semi-modular, allowing for easy field refits and customizations.) Each carries a pair of ammo-saving Streak SRM launchers, but where one sports an ER PPC as its main energy weapon, the other uses a large pulse laser instead. Though we suspected that the particle guns went to the commanders, and the pulsers went to the more drone-like types, further observation has shown that this weaponry difference is not tied to the unit's personality (or lack thereof).

I'm sure there's a joke in there, about feminine prerogatives and such, but I feel like it's beneath me.





Type: **Mistress**
Technology Base: Syberian (Experimental)
Tonnage: 65

Equipment			**Mass**
Internal Structure:			6.5
Conversion Eqpt:	Wheeled		10
Engine:	260		13.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Wheeled Cruise MP:	5		
Wheeled Flank MP:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	208		13
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	21	22	
Center Torso (rear)		17	
R/L Torso	15	17	
R/L Torso (rear)		13	
R/L Arms	10	20	
R/L Legs	15	30	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0
Tracks	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER PPC	RA	3	7
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Streak SRM 4	LT	1	3
Ammo (Streak SRM 4) 25	LT	1	1
CASE	LT	1	0.5
Common Configuration B			
Large Pulse Laser	RA	2	7
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Streak SRM 4	LT	1	3
Ammo (Streak SRM 4) 25	LT	1	1
CASE	LT	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Tracked Vehicle Conversion), Extended Torso Twist, Improved Communications, Modular Weapons

Notable *Mistresses*:

***Mistress* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Mistress-D Drone	Common (B)	GruntMech	Reg (4/5)	Minimal	Kodiak II/Bolla
Strike Mistress	Common (A)	CommandMech	Elt (0/1)	Infantry, Officer	Kodiak II/Bolla

Type M Mite (Quad MiniMech)

Summary

At just under half a ton in total mass, the Type M Mite quadruped drone is the lightest of the four-legged battlesuit-adjacent units we've seen so far among the Syberian AutoMech factions. In fact, it may be lightest AutoMech of all, even when counting the non-'Mech-like ultralight drones we've observed to date.

As might be imagined, the Mite is pretty speedy. Skittering along at over fifty kilometers per hour, it can handle any terrain a human infantryman can manage, and it is not uncommon for these things to be found "infesting" the various abandoned structures that make up most Syberian ruins. That they carry a suit-scaled small laser to boot is enough to make one wonder how many of their creators these drones might have killed, but asking them is ill-advised. That's not just because they are as likely to fire upon a human as not, mind you; these things don't really talk, as such.

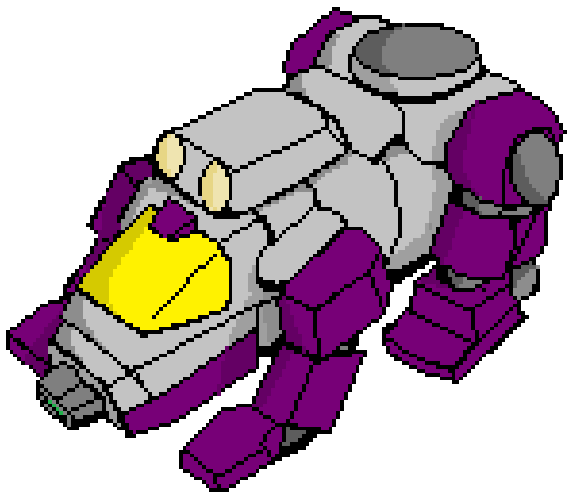
Mite-class MiniMechs possess some of the simplest forms of the Syberian-developed autonomous intelligence systems we've seen to date, and are completely dependent on "code-bonded" masters to direct their actions and duties. Seemingly incapable of any sort of initiative, and lacking in any sort of self-preservation protocols, many will barely even react to threats in their vicinity unless specifically ordered to do so. Otherwise, they simply go about their business, whatever that may be.

Given their mobility and size, Mites make for good—if disposable—scouts. With only limited memory capacity, however, they will usually relay their observations immediately, rather than record them for later recall. This tends to make them so easy to detect that any advantages in size and speed are practically negated. It is doubtless that this is why the Type M has largely been supplanted by other drone types, and why they are only sent on recon missions after all other options have been exhausted.

These days, only the PresiDom sub-faction of the DemoCon alliance makes significant use of Mites. Among them, most of these mini-drones just appear to serve as pets or companions, following their code-bonded masters like faithful pups and clearing out debris or the odd vermin using their lasers. Disarmed Mites have even been known to act as light-bearers, illuminating dark areas and acting as visual beacons for artillery or target practice.

Variant Configurations

The only Mite configuration worth serious consideration is the standard one, armed with its single small laser and barely armored well enough to survive a burst of machine gun fire. All other variations seen to date have been nigh-irrelevant, disarmed versions like the aforementioned "light-bearers" that are scarcely worth evaluating.



Type: **Type M Mite**
Technology Base: AutoMech (Battlesuit)
Mass: 500 kg
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
AToW BAR Values: 4/5/6/5; E/I/C: 0/0/0

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic (Quad)		100
Motive System:			
Ground MP:	5		90
Manipulators:	None		0
Armor:	Basic Standard		100
Armor Value:	2 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
M1 Configuration			
Small Laser	Body	1	200

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit), Non-Learner (Unable to improve Skills)
Credit: Glitterboy2098

Notable Mite Drones:

Mite Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Mite Drone	M1	GruntMech	Reg (4/5)	Minimal	Sloth BA/None

MonoWheeler (Wheeled AutoMech)

Summary

In its vehicular form, the *MonoWheeler* appears to be a sleeker form of the JUniCom faction's *Bi-Wheeler*s—at a glance. But further analysis—and the discovery of some remarkably unique capabilities—quickly disabused us of that notion.

To start with the basics: the *MonoWheeler* is a light AutoMech that's been engineered to convert into a large, motorcycle-like wheeled vehicle. In both its vehicle and BattleMech modes, it has a narrow profile that helps it maneuver in tight spaces, and its vehicle form is compact enough to share bay space inside a DropShip. Its supercharged reactor provides enough power to achieve speeds past a hundred klicks per hour, regardless of the unit's operating mode, which puts it easily among the fastest ground units in the Syberia system. The *MonoWheeler*'s armor is light, of course, but its firepower capacity is respectable for its size, making a swarm of these machines a dire threat indeed.

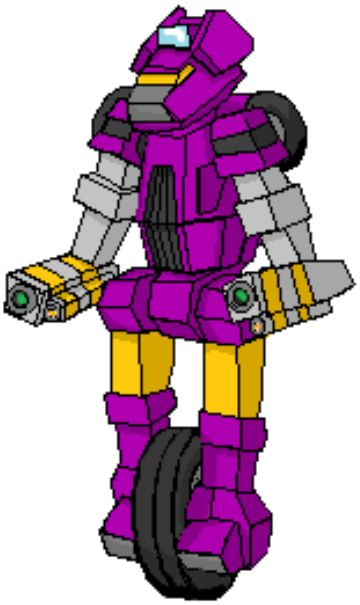
But the real surprise with this AutoMech comes from its peculiar ability to use its wheeled motive systems even while operating in 'Mech mode. By essentially performing a partial transformation—similar, if only thematically, to the AirMech mode of historical LAMs—this unit can lock its legs together and engage their main drive wheel while remaining otherwise upright and in BattleMech form. This unusual semi-conversion grants the *MonoWheeler* the speed of its motorcycle form without fully sacrificing the flexibility unique to BattleMechs…

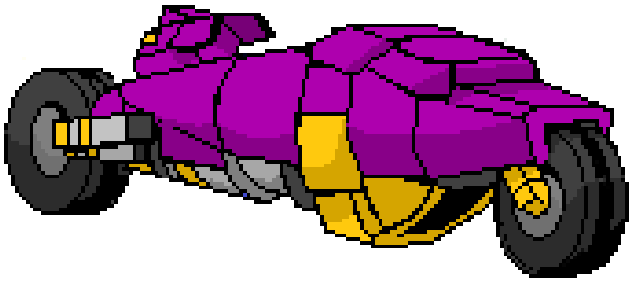
But this trick *does* come at a cost. By effectively becoming a BattleMech torso riding on a 'Mech-scaled unicycle, the *MonoWheeler*'s gyros are taxed to their limits to prevent falling at any speed, and even minor damage to the leg actuators will disable the entire system. Moreover, the unit becomes markedly less adept at handling uneven and unstable terrain without completely compromising its balance. Because of these factors, *MonoWheeler*s almost never use this hybrid mobility outside of urban environments and flatlands. For woodlands, badlands, marshes, and the like, only the traction or their legs will do.

Variant Configurations

The only *MonoWheeler* equipment configuration we've confirmed is one which places a medium laser and a flamer in each of the AutoMech's arms. No other major variants have become apparent to date.

It bears recognition that the *MonoWheeler* is yet another AutoMech type that has seems to have been programmed around the philosophy of "code-bonded" formation-building. For every two dozen of these units in service, only one tends to demonstrate any form of "personal initiative," and acts as the master of its more drone-like counterparts. While this would be generally good news for anyone who finds themselves on the wrong end of a *MonoWheeler*'s guns—what with the drones typically being dumber and less adaptive than the masters—such a boon is generally mitigated by the tendency for these things to show up in swarms.





Type: **MonoWheeler**
Technology Base: Syberian (Experimental)
Tonnage: 25

Equipment			**Mass**
Internal Structure:			2.5
Conversion Eqpt:	Wheeled		4
Engine:	125		4
Walking MP:	5		
Running MP:	8 (10)		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9 (12)		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	80		5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	8	10	
Center Torso (rear)		5	
R/L Torso	6	8	
R/L Torso (rear)		4	
R/L Arms	4	8	
R/L Legs	6	8	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Supercharger	CT	1	0.5
5 Heat Sinks	2 RT/CT/2 LT	5	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common			
ER Medium Laser	RA	1	1
Flamer	RA	1	1
ER Medium Laser	LA	1	1
Flamer	LA	1	1

Notes: No turret in Vehicle Mode; Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact, Narrow Profile, Peculiar Mobility (May use wheeled movement in 'Mech mode, with +2 Piloting Skill modifier), Searchlight

Notable *MonoWheelers*:

***MonoWheeler* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Motothrust	Common	CommandMech	Vet (2/2)	Scout, Officer	Falcon/Inverted Cavalry*
MonoWheeler-D Drone	Common	GruntMech	Reg (4/5)	Minimal	Falcon/Inverted Cavalry*

*The vehicle form of this AutoMech is that of a motorcycle that resembles an inverted Cavalry Helicopter with its main rotor removed, and a second "ringed tail rotor" mounted in the nose area. (These "tail rotors" act as the vehicle form's wheels.)

M-Turret (Emplacement AutoMech)

Summary

The *M-Turret* emplacement AutoMech is a convertible missile battery, and quite possibly one of the most ridiculous ideas the Syberians came up with before they killed themselves off (alongside the *G-Turret*, naturally). Even the bestial AutoMechs, whose alternate modes accomplish little more than denying them the use of their hands, make more sense than these. Hell, it still mystifies me that they endowed these things with their fancy faux-sentient AIs when a sensor system and basic fire control computers can do the job these machines fold themselves into!

As with the *G-Turret*s—and yes, I freely admit that I am basically just repeating my entry on *those* nearly verbatim—the Syberians went all-out with these things. The best sensors, top-shelf targeting and tracking systems, and even the silly light-house beacon—all for units that may spend their whole existence watching over a single position that may not even be worth the charred land it stands on. I said I would repeat my impression that these EmplacementMechs were a silly idea, and here I am, delivering on that promise.

Frankly, the only one of these machines that makes a lick of sense are those monstrous *Fortress*-class superheavies. Those suckers, at least, can actually put the fear of God into just about any AutoMech sent their way. But these guys…?

Anyway… Here is another example of the Syberians' TurretMechs.

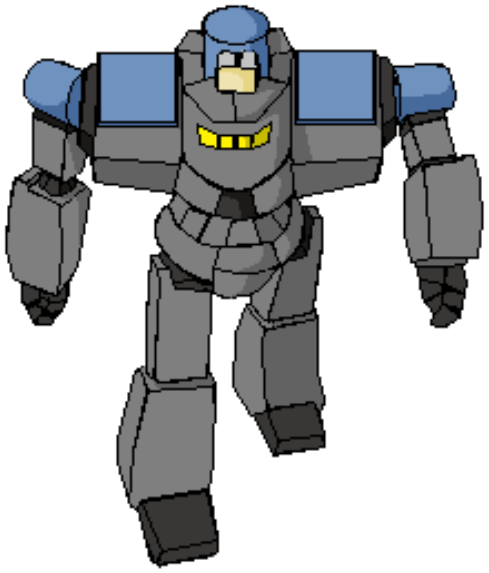
Variant Configurations

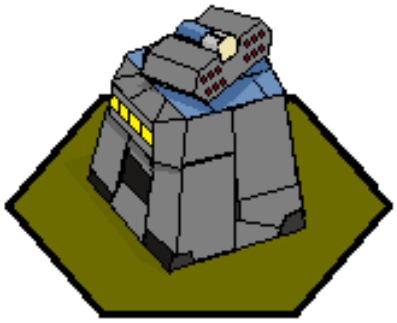
About the biggest advantage these missile-based AutoMechs have over their gun-based brethren is that you can actually encounter one and remain unsure what you're facing until it opens fire. I mean, you *could* sit back and count the missile ports, I guess, but odds are you will be under fire before you've finished. Still, here are some pointers:

If they fire more than one volley of a bunch of missiles at you, check your distance. At close range, you'd be facing about two dozen SRMs; at long, you're dealing with thirty LRMs. If, instead of either, you get pummeled by several waves of missiles before you get too close, only to see the TurretMech get up and walk away while your ears are still ringing, then congratulations! You just survived taking about 240 unguided rockets to the face!

But, like the *G-Turret*s, the *M-Turret*s have one configuration that gets a bit more sophisticated with all kinds of electronics warfare gear. You'll know them by the fact that they look more like a *G-Turret*, with only a single tube per arm, and may zap you with a laser bolt or two while you're dealing with their ECM noise. These Picket variants use Narcs instead of conventional missile ordnance, and since they're also going to be blabbing your position to every friend of theirs in their broadcast range, you can bet that those Narcs will help make the incoming artillery and missile fire *extra* precise.

These damned, stupid, annoying-as-hell things, I tell you…





Type: **M-Turret**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Emplacement		6
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Emplacement MP:	None		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	200		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	20	
Center Torso (rear)		19	
R/L Torso	14	18	
R/L Torso (rear)		18	
R/L Arms	10	20	
R/L Legs	14	20	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0
Double Heat Sink	RT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
SRM Battery Configuration			
2 SRM 6s	RA	4	6
Ammo (SRM 6) 45	RT	3	3
Ammo (SRM 6) 45	LT	3	3
2 SRM 6s	LA	2	6
LRM Battery Configuration			
LRM 15	RA	3	7
Ammo (LRM 15) 16	RT	2	2
Ammo (LRM 15) 16	LT	2	2
LRM 15	LA	3	7
Rocket Battery Configuration			
3 Prim. Rocket Launcher 20s	RA	9	4.5
3 Prim. Rocket Launcher 20s	RT	9	4.5
3 Prim. Rocket Launcher 20s	LT	9	4.5
3 Prim. Rocket Launcher 20s	LA	9	4.5
Picket Configuration			
Narc Missile Launcher	RA	2	3
Ammo (Narc) 12	RA	2	2
Beagle Active Probe	RT	2	1.5
Comms Equipment	RT	2	2
TAG	CT	1	1
TAG	CT (R)	1	1
Guardian ECM Suite	LA	2	1.5
Narc Missile Launcher	LA	2	3
Ammo (Narc) 12	LA	2	2
ER Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight

Notable *M-Turrets*:

***M-Turret* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
M-Turret	SRM Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/Striker Tank*
M-Turret	LRM Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/LRM Carrier*
M-Turret	Rocket Battery	GruntMech	Reg (4/5)	Minimal	Bombardier/Heavy LRM*
M-Turret	Picket	GruntMech	Reg (4/5)	Minimal	Bombardier/Cizin*

*Turret only

Orbiter (Aerofighter AutoMech)

Summary

The *Orbiter* is an aerofighter AutoMech that is, for whatever reason, primarily intended for long-term use in high planetary orbit (hence our oh-so-clever name for it). Like all aerospace fighter craft—and, by extension, the BattleMechs that mimic them—this unit lacks the fuel expansion systems that make long-range space travel practical, and so it rarely ventures much farther than a planet's mesosphere. For most missions, the *Orbiter* will climb to such altitudes in its fighter form, and then, upon reaching a good position, its active thrusters disengage, and the unit just…hangs around up there, like a comm satellite.

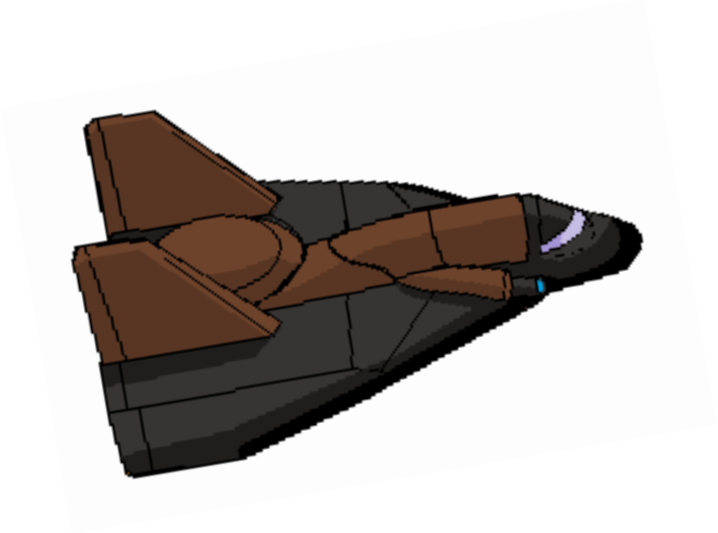
As a convertible fighter, the *Orbiter* could charitably be considered adequate in terms of speed, armor, and firepower. This is largely achieved by virtue of Syberia's unique rocket-thruster technology, as its 'Mech form is far more limited in its mobility and effectiveness. Because of this, and the solitary nature in which these units appear to work, we have abandoned our initial theories that this AutoMech was meant to serve as a lurking, high-altitude "ready responder."

Further analysis of this model eventually uncovered its sophisticated sensors and communications array, as well as the presence of a high-resolution imager in its typical payload. It was only then that we realized the *Orbiter* wasn't merely lingering above its world, but actively observing it, and relaying messages and strategic data to its allies. For all intents and purposes, this AutoMech's *modus operandi* is to *become* a spy satellite once it's deployed. This unique function might be an adaptation to the gradual failure of Syberia's original, standard comm-sats and such over the years. Or maybe, it was the rise of units like the *Orbiter* that caused the original networks' breakdown.

Most of the *Orbiter* AutoMechs we've identified to date have sported the insignia of the DemoCon faction. The baronial factions appear to have their own pseudo-satellite unit with their lighter and faster *Scout*-class. As both are deployed and dispersed in similar numbers, we imagine that periodic one-on-one dogfights erupt almost any time such rival units come close enough to one another.

Variant Configurations

We've seen no significant variations to date to the basic *Orbiter* design, which centers its equipment on an array of imagers, defended by extended-range lasers. But we believe it to be more than likely that alternate configurations may exist that are based around other systems normally deployed via conventional satellites.



Type: **Orbiter**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Aero		6
Engine:	160		6
Walking MP:	4		
Running MP:	6		
Jumping MP:	6		
Safe Thrust:	6		
Max Thrust:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	12		0
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	10	
Center Torso (rear)		7	
R/L Torso	10	10	
R/L Torso (rear)		5	
R/L Arms	6	10	
R/L Legs	10	10	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Double Heat Sinks	2RA/2LA	12	0
3 Jump Rockets	RL/RT/LL	6	3

Weapons and Ammo	**Location**	**Critical**	**Mass**
Observer Configuration			
ER Large Laser	RA	2	5
Fuel (40)	CT	1	0.5
High-Res Imager (Satellite)	LT	1	2.5*
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Improved Communications, Improved Sensors, Jettison-Capable Weapons (Hands); *Satellite sensors are only usable in aerofighter form.

Notable *Orbiters*:

***Orbiter* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Brute Blaster	**Observer**	**ReconMech**	**Vet (2/3)**	**Scout**	**Arbalest/Slayer**

Panthera (Bestial AutoMech)

Summary

The *Panthera* class AutoMech is the AxiMaL faction's standard trooper, with a decent mix of speed and firepower. This class is typically given cosmetics replicating Terran tigers, lions, panthers—or even dire wolves for a change of pace. Some of these simulated "furry hides" sport colors and patterns never seen in nature, but it's all the same to the 'Mechs that bear them. Despite being ten tons heavier (and a bit larger) than the swift-footed *Cynofelis*, the visual similarities between the two classes had us briefly believing that they were one and the same until we finally saw them side by side.

The *Panthera*, for its part, has a pretty good stride, topping off just shy of a hundred kilometers per hour, with no supercharger. It boasts over twice as much armor as the smaller *Cynofelis*, as well as an eight-ton payload capacity for weapons and equipment. Like its lighter cousin, the *Panthera* has a low profile in its quadruped form, but its greater bulk remains evident in comparison, underscoring the limits of Syberian engineering.

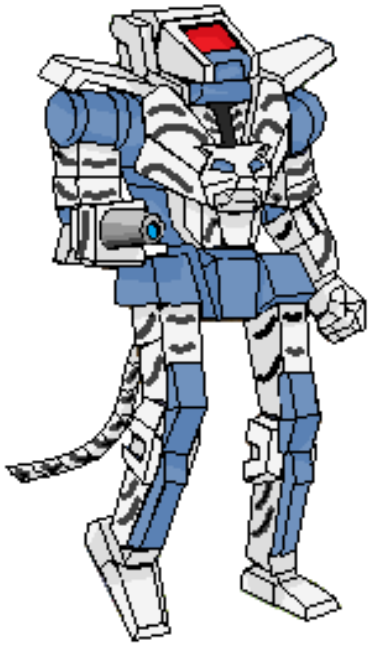
The AxiMaL sub-faction deploys many of these AutoMechs in the field, and has even shared them with their other allies in the AutoBoP faction, but such export units often lack the exotic faux-flesh coverings used in the environs of Axilum. A significant number of these units—likewise lacking in simulated hides—have also appeared in the ranks of the PresiDom and DemoCon armies, but we're not sure if these are the result of reprogrammed captures or a PresiDom product line that deliberately copies the AxiMaL originals.

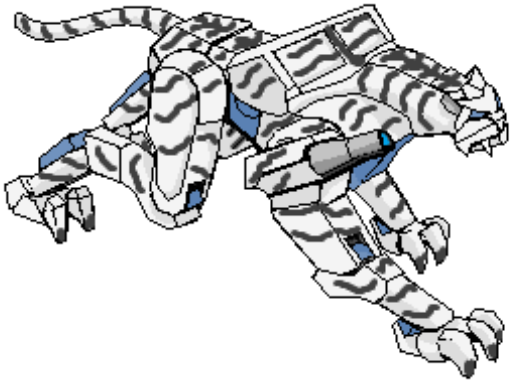
Variant Configurations

All of the common variations we've seen for the *Panthera* class appear to be laser boats, with extended-range beam weapons being favored over standard or pulse varieties. Because this AutoMech uses standard heat sinks, however, many of these units run a significant risk of overheating in heavy combat.

These common variants also make universal use of a reduced-size tail that retains some potency as a combat weapon—unlike those used by the *Cynofelis*.

The most apparent deviations from the standard *Panthera*, therefore, tends to be only skin (or plating) deep. Differentiations in colors and styles run through a broad range of terrestrial and extraterrestrial "great cats," as well as more canine or lupine varieties.





Type: **Panthera**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	Bestial		1.5
Engine:	180		7
Walking MP:	6		
Running MP:	9		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	88		5.5
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	10	12	
Center Torso (rear)		5	
R/L Torso	7	10	
R/L Torso (rear)		4	
R/L Arms	5	8	
R/L Legs	7	11	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
3 Heat Sinks	1RT/2LT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Large Laser	RA	2	5
Chain Whip	CT (R)*	2	3
Common Configuration B			
ER Small Laser	RA	1	0.5
Sword	RA	2	2
ER Medium Laser	RT	1	1
Chain Whip	CT (R)*	2	3
ER Medium Laser	LT	1	1
ER Small Laser	LA	1	0.5
Common Configuration C			
Medium Pulse Laser	RA	1	2
Chain Whip	CT (R)*	2	3
Medium Pulse Laser	LA	1	2
TAG	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animalistic Quad Form), Low Profile, Non-Standard Parts; *The torso-mounted Chain Whip functions as a Tail, but delivers only 4 points of damage on a successful strike.
Credit: Glitterboy2098

Notable *Pantheras*:

***Panthera* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Panthera	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Wolfhound/Antlion
Puma	Common (C)	ArtilleryMech	Vet (2/3)	Infantry	Wolfhound/Antlion
Wolfram	Common (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Wolfhound/Sarath
Razerking	Common (B)	CommandMech	Vet (0/1)	Infantry, Officer	Wolfhound/Antlion
Smasherking	Common (B)	GruntMech	Vet (2/3)	Minimal	Wolfhound/Antlion

Type P Pouncer (Quad MiniMech)

Summary

The Type P Pouncer quadruped drone is one of the lightest combat “MiniMech” units we’ve seen among the Syberian AutoMech factions today. Twice as heavy as the smaller Type M Mite, this model sports a form that typically resembles a robotic cat (or dog) in its visual style, while still bearing enough armor and mobility to potentially survive a direct hit from some of the largest weapons found in the Syberian arsenal.

Although most of the Pouncers we’ve seen so far are armed for battle, the presence of superior grade sensors and radio equipment indicate that their true function is reconnaissance. They are also among the cleverest of the “code-bonded” drones we’ve seen in action, demonstrating a degree of autonomy that makes on doubt where their masters’ directives end and theirs begin.

Pouncers are among the drone types most commonly fielded by *Sounder*-class units, alongside Spybird ultralights and the T1/T2 Grunt MiniMechs. When deployed for reconnaissance or tracking, Pouncers are typically solo operatives, but when used defensively, they tend to operate in concert with all of the other drones deployed from their master AutoMech, and will frequently gang up on any target deemed an immediate threat to said host unit.

Variant Configurations

We’ve seen only about two Pouncer variants in active service so far, but from what we can tell, both rely on self-propelled ordnance launchers as their primary armament. In the most common case, which we lazily dubbed the P1, the weapons of choice are a pair of SRM twin-packs, with a total of five volleys between them. The P2, meanwhile, uses a pair of recoilless rifles instead, with enough munitions for more than three minutes of sustained fire. In both cases, the nature of their ammo can vary with their mission, ranging from high-explosives and incendiaries for anti-armor work and defoliation, to smoke shells and flares for concealment and signaling.

Type: **Type P1/P2 Pouncer**
Technology Base: AutoMech (Battlesuit)
Mass: 1,000 kg
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
AToW BAR Values: 9/7/7/7; E/I/C: 0/0/0

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic (Quad)		250
Motive System:			
Ground MP:	5		80
Manipulators:	None		0
Armor:	Advanced Standard	5	320
Armor Value:	8 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
P1 Configuration			
SRM 2 (2)	Body	3	160
SRM 2 (3)	Body	3	180
P2 Configuration			
Light Recoilless Rifle (20)	Body	2	175
Light Recoilless Rifle (20)	Body	2	175

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Improved Sensors, Improved Communications, Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Pouncer Drones:

Pouncer Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Nocturna Drone	M1	NinjaMech	Reg (2/3)	Infantry-AntiMech	Rottweiler BA/None
Tabby Drone	M1	ArtilleryMech	Vet (2/3)	Infantry	Rottweiler BA/None
Glimmer Drone	M2	DoctorMech	Vet (2/4)	Technician-Mech	Rottweiler BA/None
Howler Drone	M1	ArtilleryMech	Vet (2/3)	Infantry	Rottweiler BA/None
Ravager Drone	M1	ReconMech	Elt (0/1)	Scout	Rottweiler BA/None

Rattus (Bestial AutoMech)

Summary

An ultra-light recon-patrol unit, the *Rattus* class AxiMaL AutoMech is a common sight both within the Axilum bio-dome remains and on the borders of AxiMaL territory. In the times before the Syberian holocaust, this unit was primarily used to deploy the remote sensors that helped its masters observe the complex ecosystem they'd created and pledged to defend, while also keeping watch outside the facilities for trespassers and other potential threats.

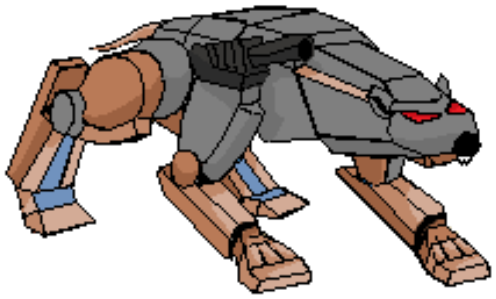
Meant to operate as stealthy as possible, the *Rattus* was built with a compact frame so small that it could easily be mistaken for a ProtoMech or heavy battlesuit, with a faux-flesh covered quadruped form designed to take after various forms of Rodentia and other small mammalians.

As war spread across Syberia, the Axilum Dome became increasingly imperiled by DemoCon forces and their allies in the Inter-Sect Confederation and Presidential Domains, and so the AxiMaL group began to arm its various bestial AutoMechs for the inevitability of combat while seeking support from the baronial states. The *Rattus*—originally equipped with minimal anti-personnel weaponry, commercial-grade armor, and a host of communications gear—was upgraded for battle against other AutoMechs. In addition to a more advanced sensor array and communications package, a Guardian ECM suite was installed to help the unit hide from hostile radar. Military-grade armor reinforced its simulated hide, and more advanced firepower was added to help it fight whatever it couldn't flee.

Although the modern *Rattus* would still be hard-pressed to survive an encounter with anything much bigger than a MiniMech or ultralight drone, it remains a sophisticated and effective patrol unit. Most *Rattus* AIs quickly learn to rely on their tiny size, deployable sensors, and cautious tactics to evade battle until stronger allies can reach the scene.

Variant Configurations

We believe there to be no definitive variations to the *Rattus* beyond the specs outlined here. Given that most AutoMech variants tend to arise out of ad hoc field repairs, the fact of the matter is that this unit is generally too light and easily destroyed to "earn" such refits. In lieu of any established alternate loadouts, it seems that the AxiMaL faction simply replaces any lost or critically damaged *Rattus*es with identical models.



Type: **Rattus**
Technology Base: Syberian (Experimental)
Tonnage: 15

Equipment			**Mass**
Internal Structure:			1.5
Conversion Eqpt:	Bestial		1
Engine:	75		2
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			1
Cockpit:	AutoMech		3
Armor Factor:	48		3
	Internal Structure	*Armor Value*	
Head	3	5	
Center Torso	5	7	
Center Torso (rear)		2	
R/L Torso	4	4/6	
R/L Torso (rear)		2	
R/L Arms	2	4	
R/L Legs	3	6	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
7 Heat Sinks	4RT/1CT/2LT	7	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Laser	RA	1	1
Guardian ECM Suite	RT	2	1.5
Remote Sensor Dispenser	LT	1	0.5
Ammo (Sensors) 30	LT	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Compact, Distracting (Animalistic Quad Form), Improved Communications, Improved Sensors, Low Profile, Non-Standard Parts
Credit: Glitterboy2098

Notable *Rattuses*:

***Rattus* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Rattus	Common	ReconMech	Vet (0/3)	Scout	Satyr/Barghest (Micro)*

*Weapons removed.

Reclaimer (Tracked AutoMech)

Summary

The *Reclaimer*-class AutoMech is another unit type that originates with and is largely commanded by the semi-neutral JUniCom faction. Like many of that group's home-grown units, its construction is largely industrial in nature, with a broad range of parts tolerances and "permissible substitutions" built into their design specs from the very start. Most, therefore, sport obvious imperfections thanks to centuries of ad-hoc repairs and maintenance, but what makes them most unique in this regard is the fact that these machines—far more often than not—represent the JUniCom's primary technical support apparatus.

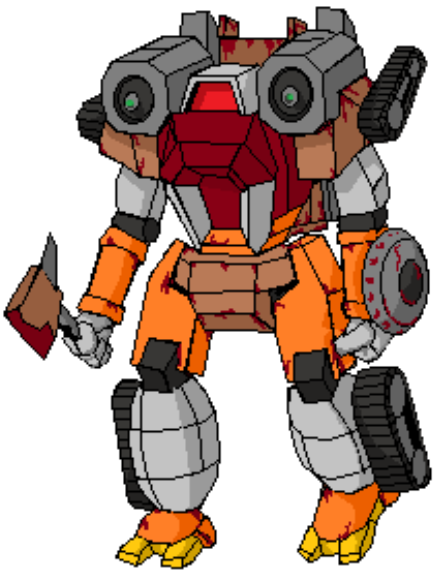
In other words, these autonomous FrankenMechs are the ones that keep all the *other* autonomous FrankenMechs of the JUniCom faction operational. What's more, their underlying programming in most cases includes what amounts to a robotic version of the Hippocratic Oath, wherein they will rescue, repair, and service almost any AutoMech unit they can, regardless of its faction allegiance. Literally incapable of playing favorites, *Reclaimer*s deliver the same quality of care to every AutoMech they repair—be they enemy, neutral, or their own kind.

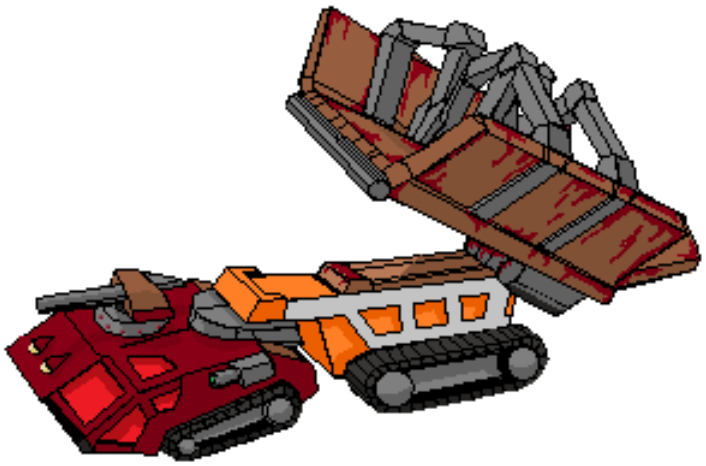
Like most JUniCom-made AutoMechs, the *Reclaimer* class suffers from the limitations of its industrial design and are not idealized for combat. This even extends to their targeting and tracking systems, which are inferior to those of military make. But then again, given this model's predilection for repairing all comers, being a poor shot with their weapons is probably not seen as a deficiency at all.

Variant Configurations

Most *Reclaimer*s, regardless of their outward appearance, tend to fall into two types: Scrappers and Slaggers. In addition to arm-mounted spot welders, both come equipped with a unique pair of rear-facing lift hoists that have somehow been fitted with sophisticated Salvage Arm manipulators. These hybrid hoists give the *Reclaimer*s the unique ability to conduct basic repairs, reloads, and maintenance on any "patients" parked directly behind them.

Beyond these shared features, the Slaggers are the most dangerous variants in combat, as they possess a battery of four lasers, backed by a six-tube SRM launcher. The Scrappers, meanwhile, are armed more for close-quarters melee combat, with a hatchet held in one arm and a shield attached to the other.





Type: **Reclaimer**
Technology Base: Syberian (Experimental)
Tonnage: 80

Equipment			**Mass**
Internal Structure:	Imp. Industrial		16
Conversion Eqpt:	Tracked		12
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor (Heavy Ind.):	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	25	20	
Center Torso (rear)		11	
R/L Torso	17	15	
R/L Torso (rear)		10	
R/L Arms	13	19	
R/L Legs	17	20	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	0
Tracks	RA/RL/LA/LL	4	0
Heat Sink	CT	1	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Scrapper Configuration			
Hatchet	RA	6	6
Medium Laser	RT	1	1
Lift Hoist	RT (R)	3	3
Salvage Arm*	RT (R)	2	3
Medium Laser	LT	1	1
Lift Hoist	LT (R)	3	3
Salvage Arm*	LT (R)	2	3
Spot Welder	LA	1	2
Small Shield	LA	3	2
Slagger Configuration			
Spikes	RA	1	0.5
Rivet Gun	RA	1	0.5
Ammo (SRM 6) 15	RA	1	1
Ammo (Rivet Gun) 300	RA	1	1
SRM 6	RT	2	3
Lift Hoist	RT (R)	3	3
Salvage Arm*	RT (R)	2	3
CASE	RT	1	0.5
4 Medium Lasers	LT	4	4
Lift Hoist	LT (R)	3	3
Salvage Arm*	LT (R)	2	3
Spikes	LA	1	0.5
Spot Welder	LA	2	1

Notes: No turret in Vehicle Mode; Features Basic Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Tracked Vehicle Conversion, Torso-mounted Salvage Arms), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts; *These torso-mounted Salvage Arms are integrated into the Lift Hoists in their respective locations, and can be used to service adjacent units within their appropriate firing arc.

Notable *Reclaimers*:

***Reclaimer* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Trasher	Scrapper	DoctorMech	AbAv (3/5)	Technician-'Mech	Hunchback IIC/Savior RV
Waster	Slagger	DoctorMech	Reg (4/6)	Technician-'Mech	Hunchback IIC/Savior RV

Rhinokeros (Bestial AutoMech)

Summary

Disguised to resemble a host of large terrestrial quadrupeds like elephants, mastodons, and rhinoceros, the *Rhinokeros* is a heavy battlefield support unit that blends heavy armor and firepower with potent electronics systems. Developed and deployed initially by the AxiMaL faction, this AutoMech is slow but steady, but optimal for anchoring an assault group, providing cover fire, and/or coordinating a determined defense from just behind the front lines.

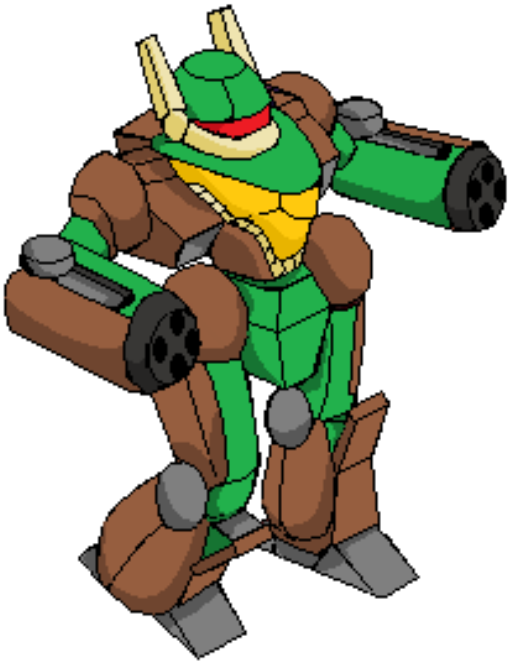
While both the AxiMaL and PresiDom battle groups currently make use of *Rhinokeros*, the larger number of these units in the vicinity of Axilum and a rare glimpse of their factory in action has solidly confirmed the design's origins. Moreover, where the AxiMaL units continue to make use of synthetic pseudo-hide armor coverings, the *Rhino*s fielded with PresiDom and DemoCon insignia typically eschew that affectation, and thus embrace a far more robotic appearance. This aesthetic, more than anything else, has us thinking that the PresiDom is fielding copies based on the AxiMaL unit, rather than converted salvage.

Variant Configurations

With over a third of its mass devoted to payload, the *Rhinokeros* offers a broad range of variant potential. Of the three major alternate configurations we've identified so far, the AxiMaLs favor the most common one, which carries twin Ultra-class autocannons and four tons' worth of expanded communications gear. Most of these units tend to serve as lance commanders or company sub-commanders in the field.

The Slammer configuration, typically deployed by the PresiDom, is an ambush specialist which makes use of a Guardian ECM Suite to evade hostile detection until the last possible moment. At that point, it lashes out with an array of energy weapons (and a volley of unguided rockets, when possible) to try and take down enemies in a single strike. The only thing keeping this variant from being even more powerful than it is, is the need for additional heat sinks to keep it cool.

The Rampager configuration is the rarest of the three main *Rhinokeros* variations, but can be easily confused for the Slammer thanks to its own mix of lasers and particle cannons. (It even goes so far as to sport a vibroblade similar to that carried by the Slammer version.) Lacking the fancy electronics, and extra sinks, its biggest weapon is a heavy LB-X autocannon, which can be used against AutoMechs in the air as easily as those on the ground. *Rhino*s with this load-out, found more often in the PresiDom army, commonly serve as basic soldiers.



Type: **Rhinokeros**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Bestial		3
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	18	
Center Torso (rear)		5	
R/L Torso	14	14	
R/L Torso (rear)		4	
R/L Arms	10	14	
R/L Legs	14	16	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
Heat Sink	RL	1	0
Spikes	HD	1	0.5

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Ultra Auotcannon/5	RA	5	9
Ammo (Ultra AC/5) 20	RA	1	1
CASE	RT	1	0.5
Communications Equipment	LT	4	4
CASE	LT	1	0.5
Ultra Auotcannon/5	LA	5	9
Ammo (Ultra AC/5) 20	LA	1	1
Slammer Configuration			
ER PPC	RA	3	7
2 Heat Sinks	RA	2	2
Prim. Rocket Launcher 20	RT	3	1.5
Medium Pulse Laser	RT	1	2
Heat Sink	RL	1	1
Medium Laser	CT	1	1
Guardian ECM Suite	LT	2	1.5
Medium Pulse Laser	LT	1	2
Small Vibroblade	LA	3	3
2 Heat Sinks	LA	2	2
2 Heat Sinks	LL	2	2
Rampager Configuration			
Small Vibroblade	RA	3	3
Light PPC	RT	2	3
ER Medium Laser	RT	1	1
Light PPC	LT	2	3
ER Medium Laser	LT	1	1
LB 10-X Autocannon	LA	6	11
Ammo (LB 10-X) 20	LA	2	2
Heat Sink	LL	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Cowl, Distracting (Animalistic Quad Form), Improved Communications, Low Profile, Non-Standard Parts
Credit: Glitterboy2098

Notable *Recluses*:

***Recluse* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Rhinokeros	Common	CommandMech	Vet (1/2)	Analyst, Officer	Crossbow Prime/Blue Flame
Ragerking	Rampager	GruntMech	Vet (2/3)	Minimal	Crossbow Prime/Blue Flame
Slammerking	Slammer	ArtilleryMech	Vet (1/2)	Infantry	Crossbow Prime/Blue Flame

Rotor (VTOL AutoMech)

Summary

The *Rotor* VTOLMech is an airborne scout and light fire support unit employed mostly by Syberia's baronial factions. Particularly optimized for its vehicular mode, it can reach up to 150 kilometers per hour in level flight in that form, with vertical climb rates just over eight meters per second. This kind of speed and maneuverability makes it a hard target for most ground-based units to catch or hit, especially in environments where this AutoMech can find adequate covering terrain.

As with any combat unit, the *Rotor*'s high mobility comes at a cost in both armor and armament capacity that leaves the AutoMech ill-suited for stand-up fights. Thus, most fire-support missions undertaken by this machine tend toward hit-and-fade tactics. This is aided by a transformation pattern that allows many of its weapons the freedom of an unrestricted firing arc while the *Rotor* is in its helicopter mode, owing to a ventral turret formed by the 'Mech's arms.

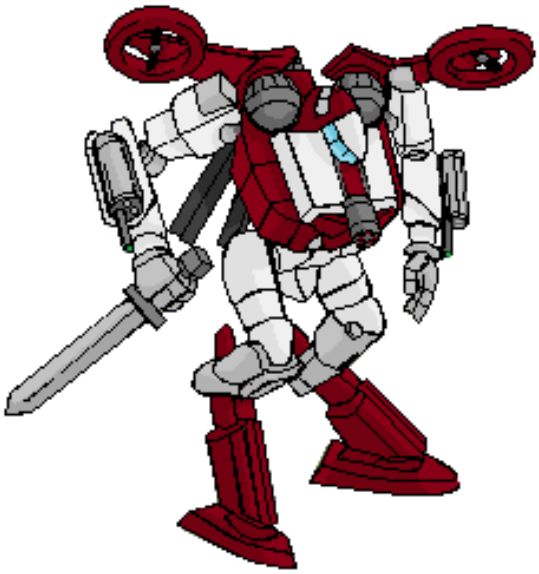
Unfortunately for most *Rotor*s, hit-and-run combat is not quite as effective a strategy when the unit is in its BattleMech form. While its rotors retain much of their power in 'Mech mode, the sheer drag and offset weight distribution drastically reduces their effective top speeds by more than half. Things can get even worse for *Rotor*s on foot, where the 'Mech's mobility drops as low as most battlefield units twice its size or more. For these reasons, smart AutoMechs of this model type will rarely—if ever—assume their 'Mech forms on the battlefield, and are more likely to flee if their lifting blades become too badly compromised to maintain flight speeds and stability.

…Which is why it truly baffles us that so many of these AutoMechs are blade-wielders.

Variant Configurations

With less than eight tons of available combat payload, the common variations of the *Rotor* we've found lean heavily on lasers for much of their firepower, with paired SRMs and/or rocket launcher clusters for an extra burst of explosive ordnance. As mentioned above, however, these common armaments also include a 'Mech-scaled sword or vibroblade for the kind of melee fighting these units would be best advised to avoid.

And then there is the "Slicer" configuration we've seen, which appears to double-down on such madness. Likely intended to act as stealth units and ambushers, Slicers make use of a Guardian ECM suite to mask their presence and jam enemy comm systems. Once an enemy moves close enough, the well-hidden Slicer-variant *Rotor* then strikes with not one but *two* swords if they think it possible to take their prey down in one swoop.



Type: **Rotor**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	VTOL		6
Engine:	160		6
Walking MP:	4		
Running MP:	6		
VTOL MP ('Mech):	6		
VTOL Cruise MP:	9		
VTOL Flank MP:	14		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	88		5.5
	Internal Structure	*Armor Value*	
Head	3	7	
Center Torso	12	15	
Center Torso (rear)		4	
R/L Torso	10	10	
R/L Torso (rear)		3	
R/L Arms	6	8	
R/L Legs	10	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	3RT/3LT	6	6
4 Heat Sinks	RT/RL/LT/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Laser	RA	1	1
SRM 2	RA	1	1
Sword	RA	3	2
Prim. Rocket Launcher 10	CT	1	0.5
Ammo (SRM 2) 50	CT	1	1
SRM 2	LA	1	1
Medium Laser	LA	1	1
Common Configuration B			
Medium Laser	RA	1	1
Prim. Rocket Launcher 15	RA	2	1
Small Vibroblade	RA	3	3
Prim. Rocket Launcher 15	LA	2	1
Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5
Slicer Configuration			
ER Medium Laser	RA	1	1
Sword	RA	3	2
Guardian ECM Suite	CT	2	1.5
ER Medium Laser	LA	1	1
Sword	LA	3	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Jettison-Capable Weapon (Hands).

Notable *Rotors*:

***Rotor* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Rotor Blade-P	Common (A)	ReconMech	Reg (3/4)	Scout	Dola/Cavalry Helicopter
Rotor Burst	Common (A)	ReconMech	Red (2/3)	Scout	Dola/Cavalry Helicopter
Rotor Clash	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Dola/Cavalry Helicopter
Air Weaver	Slicer	NinjaMech	Vet (1/2)	Infantry-AntiMech	Dola/Cavalry Helicopter
Brute Stormer	Common (B)	ReconMech	Reg (3/4)	Scout	Dola/Cavalry Helicopter

Saker (Aerofighter AutoMech)

Summary

Much like the *Swooper*, the *Saker* presents an animalistic take on what is, ultimately, just a typical Syberian aerofighter AutoMech. But where most incarnations of the *Swooper*, as deployed by the DynaBoG and DemoCon factions, present their pterodactyl forms in a distinctly robotic style, the *Saker*, as an AxiMaL-made unit, is more akin to the PresiDom *Swooper*s, in that both units make use of special pseudo-hides to appear more natural and organic. In the case of the *Saker*, these efforts include either colorful fibrous polymers woven into the simulated feathers of a great bird, or a faux hide that is darker and more leathery to evoke something more bat-like. While these efforts are in keeping with the AxiMaL attempts to make their machines blend into their once-vibrant environs, just how much a thirty-ton, supersonic aircraft can be expected to "blend in" with other wildlife is entirely lost on us.

Regardless of our opinions, of course, the *Saker* exists, with most of these FighterMechs typically seen patrolling the skies over the Greater Axilies.

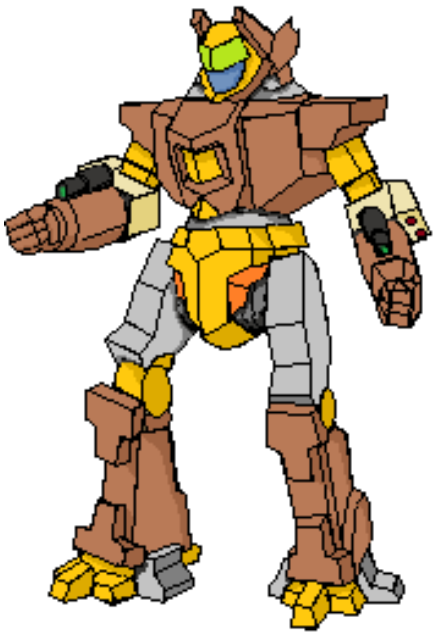
In its fighter mode, the *Saker* is particularly nimble in atmospheric flight, and its improved sensors serve it well in its reconnaissance duties. But even as an aircraft, this AutoMech is slow for its size, its engine thrusters barely powerful enough for three gees of acceleration. More problematic is its landing system, however, which suffers from its designers' strict adherence to organic morphology. Instead of wheeled gear, the *Saker* relies on landing struts fashioned to resemble the clawed feet of its avian or chiropteran counterparts. This forces the unit to make all its landings and take-offs using their ventral maneuvering thrusters, as a horizontal landing on any sufficiently solid surface would almost certainly tear their struts apart.

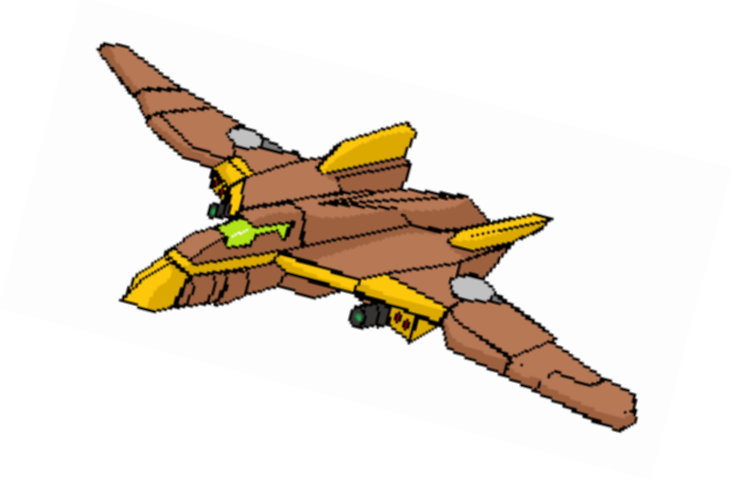
As a BattleMech, the *Saker* is a poor combatant. With painfully limited ground mobility, and armor thinner than the average at its weight bracket, it is seriously disadvantaged against anything bigger (or simply *faster*) than itself. Evidently aware of these deficiencies, *Saker*s rarely engage in ground fighting, especially without backup.

Variant Configurations

The common *Saker* configurations we've seen "in the wild," as it were, come in two flavors. The first pairs two medium lasers with two twin-tube SRM launchers, while the rest of its payload is given over to extra communications gear. Our belief is that this variant is meant to act as a patrol interceptor, expected to call out for assistance or relay messages, while having enough firepower to worry smaller enemies in flight.

The second common *Saker* version sports more advanced equipment, including an SLDF-grade active probe and ECM suite. The use of three advanced medium lasers give it comparable damage output to its counterpart, but can easily overtax the unit's heat sink systems in sustained combat.





Type: **Saker**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	Aero		4.5
Engine:	120		4
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Safe Thrust:	4		
Max Thrust:	6		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	10		0
Armor Factor:	72		4.5
	Internal Structure	*Armor Value*	
Head	3	7	
Center Torso	10	10	
Center Torso (rear)		3	
R/L Torso	7	9	
R/L Torso (rear)		2	
R/L Arms	5	7	
R/L Legs	7	8	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
6 Heat Sinks	2LT/2RL/2LL	6	0
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Laser	RA	1	1
SRM 2	RA	1	1
Communications Equipment	RT	2	2
Ammo (SRM 2) 50	LT	1	1
Medium Laser	LA	1	1
SRM 2	LA	1	1
Common Configuration B			
ER Medium Laser	RT	1	1
Beagle Active Probe	RT	2	1.5
Medium Pulse Laser	CT	1	2
Guardian ECM	LT	2	1.5
ER Medium Laser	LT	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Distracting (Animalistic Aero Form), Improved Sensors, Weak Undercarriage (Aero Form)
Credit: Glitterboy2098

Notable *Sakers*:

***Saker* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Saker	Common (A)	ReconMech	Vet (1/2)	Scout	Calliope/Shade ASF
Screamer	Common (B)	ReconMech	Reg (4/5)	Scout	Calliope/Shade ASF

Sauria (Bestial AutoMech)

Summary

Not to be confused with the much larger *Saurus* model, the *Sauria* is a bestial AutoMech that nevertheless looks similar enough to fool many sensor systems—if only briefly. While evocative also of the far more mechanoid dino-machines fielded by the Barony of Grim, the *Sauria*'s more advanced structure and equipment reveals its origins as a product of the Presidential Domains. Regardless, samples of this model have indeed shown up in the ranks of the AxiMaL, DynaBoG, and DemoCon armies as well.

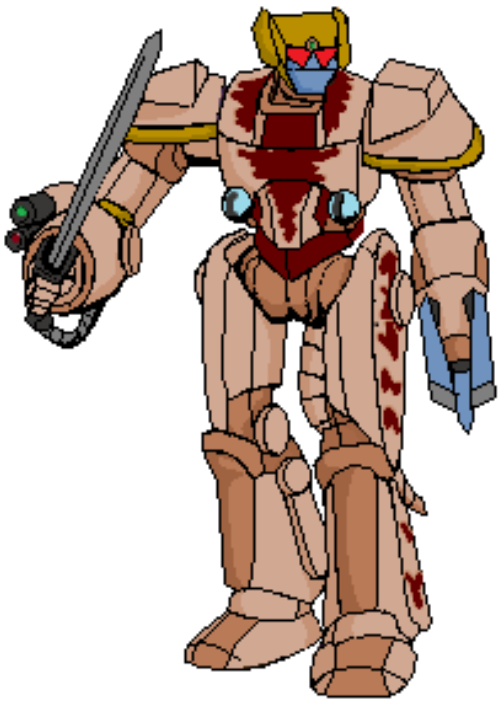
Built to serve as a close-range fighter, the *Sauria* has good armor and decent mobility for its weight. It also features augmented sensor systems that minimize its chances of being surprised by nearby hidden opponents. For firepower, these units tend to focus on lighter-weight lasers and physical attack weapons, rather than larger guns for distance work. Moreover, it seems that its PresiDom designers opted to borrow from the AxiMaL's approach to the *Panthera* by mounting a rear-facing chain whip to its lower back, a feature that can be used like a lighter, slimmer tail.

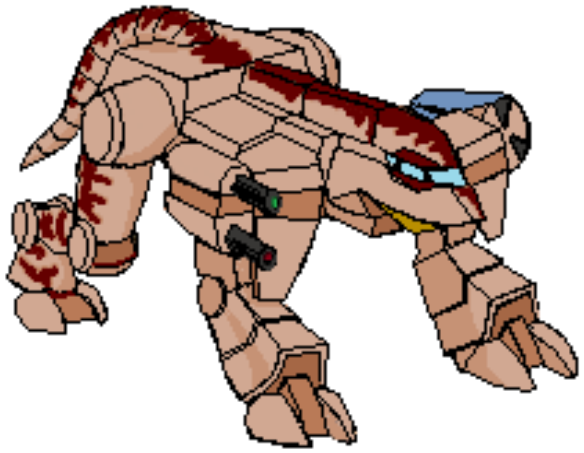
In its quadruped form, the *Sauria* is capable of brief rear-leg stands like many bestial types that have been derived from bipedal animals. This "semi-standing" maneuver enables it to deliver punches and/or claw strikes without fully leaving its far more compact and stable quad form.

When deployed more defensively, *Sauria*s are commonly seen operating in hunter/killer teams with others of their model type. Sweeping their patrol routes for enemy spies, one or two of these *Sauria*s will range ahead and toward the flanks, while the others play the role of bait for opponents that might think them alone. Once engaged, these point-guard units offer up fierce resistance to their would-be ambushers, doing their best to keep them tied up long enough for the rest of the kill team's arrival.

Variant Configurations

As noted earlier, both common *Sauria* variants follow the same basic *modus operandi* that mixes small and medium lasers with physical attack weapons. The first of these versions we spotted carries three extended-range lasers, backed up by a five-ton vibroblade and a collapsible shredding device that spins like a small, serrated helicopter blade. The second pairs a set of medium-size pulse lasers with armor-tearing, clawed hand actuators.





Type: **Sauria**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Bestial		2
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	15	
Center Torso (rear)		8	
R/L Torso	10	11	
R/L Torso (rear)		6	
R/L Arms	6	12	
R/L Legs	10	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
Chain Whip	CT (R)*	2	3
2 Heat Sinks	RL/LL	2	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Vibroblade	RA	2	5
ER Medium Laser	RA	1	1
ER Small Laser	RA	1	0.5
Combine	LA	4	2.5
ER Medium Laser	HD	1	1
Common Configuration B			
Claws	RA	3	3
Medium Pulse Laser	RT	1	2
Medium Pulse Laser	LT	1	2
Claws	LA	3	3

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Animalistic Quad Form), Improved Sensors, Low Profile, Non-Standard Parts, Semi-Quad; *The torso-mounted Chain Whip functions as a Tail, but delivers only 4 points of damage on a successful strike.

Notable *Saurias*:

***Sauria* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Ripper	Common (A)	ArtilleryMech	Grn (5/6)	Infantry	Sasquatch/Jaguar*
Snapper	Common (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Sasquatch/Jaguar*
SauriMech	Common (A)	CommandMech	Vet (1/2)	Infantry, Officer	Sasquatch/Jaguar*

*Add a Tail

Saurus (Bestial AutoMech)

Summary

The *Saurus*-class bestial AutoMech is a PresiDom exclusive design, and a rare one at that. Outwardly, it appears similar in gross physical form to the *Grimdark*s of the DynaBoG faction, but its faux flesh conceals a very different machine beneath—one that is certainly more advanced. Which design came first is unknown, and it is likely that neither the Presidential Domains nor the Barony of Grim know whether the two designs are truly related, or merely a case of convergent design.

The *Saurus* makes use of military-grade 'Mech structure, armor, and engines. Although boasting slightly inferior protection to the more mechanistic *Grimdark*, the *Saurus* class is clearly designed more for fluid mobility. Its 300-rating fusion engine, combined with MASC technology, enables bursts of increased ground speed in both of its BattleMech modes.

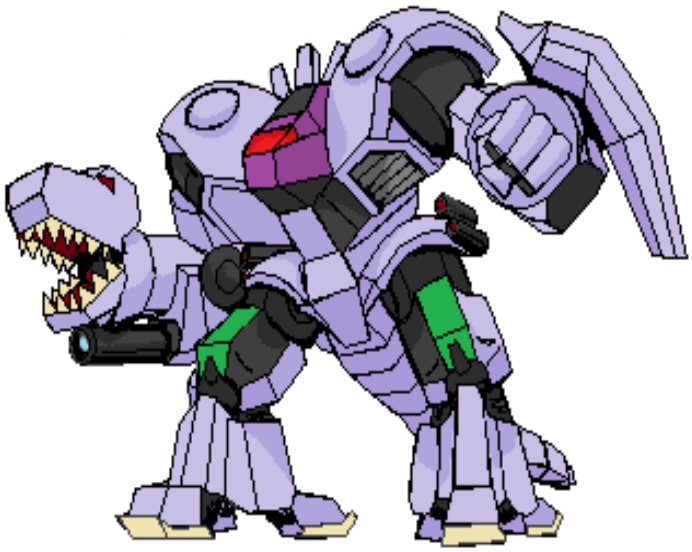
The *Saurus*'s armament also appears less potent than what's found on the *Grimdark*, but this can be deceiving as well. The only *Saurus* we have managed to see up close mounted a snub-nosed particle cannon, adjacent to a massive, right-arm battle claw fashioned to resemble nothing so much as the head of a tyrannosaur. A quartet of small lasers—strangely mounted in the AutoMech's legs—back this gun up, but represent the totality of its secondary ranged weaponry. In terms of physical combat, a bestial tail and the claw hand give the *Saurus* roughly equivalent offensive potential to the *Grimdark*, but where the latter is also festooned with hardened spikes, the former carries a six-ton shield that offers superior protection.

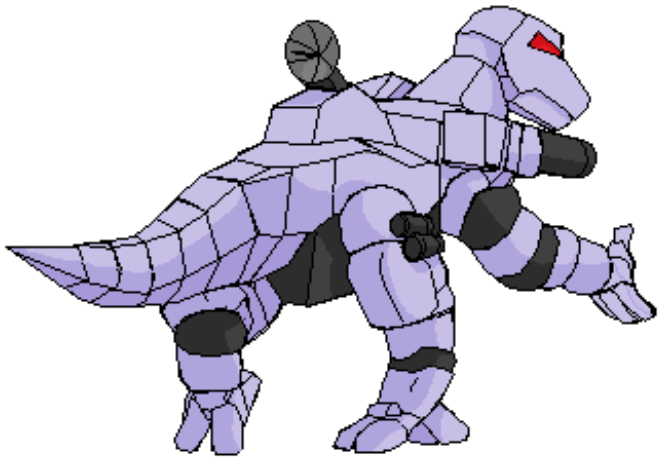
It was that last component which finally led us to realize that the *Saurus* isn't *supposed* to be a bruiser. In sacrificing some of its potential speed for the protection of an armored shield, it became clear that this AutoMech's arsenal was built with more self-defense in mind than usual. We came to discover that, in addition to all its other equipment, the *Saurus* features enhanced sensors and tactical subsystems, as well as an impressive five tons' worth of battlefield communications gear. This thing is meant to command companies of troops from the front, effectively directing fights in which its subordinates become its most powerful asset. In a very real way, the *Saurus* just may be the PresiDom's home-grown answer to the *Leader* class.

[**EDIT:** In fact, since this report was first compiled, we have found that one *Saurus* unit in particular, operating under the name MechaSaurus recently became the faction's chief commander after a long career. Its personality is devious and egotistic, with a tendency for melodramatic dialog that is almost vaudevillian, but this MechaSaurus often assumes direct command of its front-liners, especially when leading PresiDom raiding forces against AxiMaL facilities along their mutual border.]

Variant Configurations

The *Saurus* is so rare that we've only been able to confirm the one configuration noted above, which we're calling the Rex version. If any others exist, they've stayed out of sight so far.





Type: **Saurus**
Technology Base: Syberian (Experimental)
Tonnage: 100

Equipment			**Mass**
Internal Structure:			10
Conversion Eqpt:	Bestial		5
Engine:	300		19
Walking MP:	2		
Running MP:	3 (4)		
Jumping MP:	0		
Heat Sinks (Standard):	16		6
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	272		17
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	38	
Center Torso (rear)		13	
R/L Torso	21	28	
R/L Torso (rear)		10	
R/L Arms	17	34	
R/L Legs	21	34	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
4 Heat Sinks	2RT/2LT	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Rex Configuration			
Claw	RA	7	7
Snub-Nose PPC	RA	2	6
Communications Equipment	RT	5	5
2 Small Lasers	RL	2	1
Tail (Standard)	CT (R)	2	6
MASC	LT	5	5
Large Shield	LA	7	6
2 Small Lasers	LL	2	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Command BattleMech, Distracting (Animalistic Quad Form), Improved Sensors, Non-Standard Parts, Semi-Quad
Credit: Glitterboy2098 (Design and fluff.)

Notable *Mechasauruses*:

***Saurus* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
MechaSaurus	Rex	CommandMech	Vet (1/2)	Infantry, Officer	Ninja-To/Blue Flame*

*Reversed, base tail on cockpit, add dinosaur head to rear.

Scout (Aerofighter AutoMech)

Summary

The *Scout* class AutoMech is a visual oddity among the fighter conversions used by the Syberian forces. I would be tempted to claim its aerospace form was inspired either by similar "discus-fighters" like the *Sholagar* and the *Thrush*—if either of those craft had even existed at the time Syberia was settled. The *Swift* is a possible contender for this kind of "flying saucer" visual aesthetic, but that craft had wings which extended beyond its rounded fuselage. So, the best I can imagine at this point is that the *Scout*'s fighter form was either rooted in something a post-settlement arrival had seen or brought with them…or it was a native brainchild. That the BattleMech form ends up looking like a Clan Invasion-era *Daimyo* is barely worth mentioning after chewing on that for a bit.

That all being said, the *Scout*'s weirdness doesn't end at its looks. This AutoMech is just a bit odd all the way around. As a BattleMech, it is rather ungainly and top-heavy, a problem that is not improved by having a torso rotation range far wider than is probably wise. This results in a unit that's harder to sneak up on, yet easier to topple. Its fighter mode is similarly unstable, but only when it has to deal with atmospheric drag; in space, the thing flies just fine. Taken together, these features tell of a machine built for space and lunar combat, and the number of *Scout*s witnessed in action over Nimbus and its many moons would seem to bear this theory out.

Used primarily by the AutoBoP faction, *Scout*s fill both reconnaissance and interceptor roles in space. Their rocket thrusters can attain and sustain up to six gees of acceleration, if necessary. Given their limited fuel capacity, however, most tend to reserve such power for groundside blastoffs and reaching escape velocities. (This undoubtedly explains why so many *Scout*s seem to prefer being ferried into space by autonomous DropShips, if only to conserve their own reaction mass.) Modest armor and equipment capabilities likewise ensure that the *Scout* won't linger too long in a dogfight—at least, not without backup.

Variant Configurations

There are two major versions of the *Scout* that we know of. The Buzzer configuration is a dedicated interceptor, with an extended-range large laser enabling it to get in its first shots early, before its lighter ERs can come into play. Heat creep can be a problem for this variant in a pitched battle, but that can usually be fixed by simply holding back one of the lasers every now and again.

The Watcher version, as recon units go, acts more like a satellite than a fighter. Replacing the Buzzer's large laser with a sophisticated look-down radar system, this *Scout* variant performs much like the DemoCons' *Orbiter*, lurking high above the clouds to watch enemy activities below.

Type: **Scout**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	Aero		4.5
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	8		
Safe Thrust:	8		
Max Thrust:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	10		0
Armor Factor:	80		5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	10	10	
Center Torso (rear)		5	
R/L Torso	7	9	
R/L Torso (rear)		4	
R/L Arms	5	6	
R/L Legs	7	9	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Double Heat Sinks	3RT/3LT	12	0
4 Jump Rockets	RT/RL/LT/LL	8	4

Weapons and Ammo	**Location**	**Critical**	**Mass**
Buzzer Configuration			
ER Large Laser	RA	2	5
2 ER Medium Lasers	LA	2	2
Watcher Configuration			
ER Medium Laser	RA	1	1
Look-Down Radar	CT	1	5
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flight Instability, Easy to Maintain, Extended Torso Twist, Unbalanced

Notable *Scouts*:

***Scout* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Astro-Scout	Buzzer	Communicator	Vet (1/2)	Scout	Daimyo/Sholagar Fighter
Adam-Scout	Watcher	ReconMech	Reg (3/4)	Scout	Daimyo/Sholagar Fighter
Path-Scout	Watcher	ReconMech	Grn (4/5)	Scout	Daimyo/Sholagar Fighter

Sector (Bestial AutoMech)

Summary

The most common AutoMech type seen in the forces of the InterSect Confederation (InterSectCon) is the heavy *Sector*. Like the DynaBoG, the ISC was apparently a low-resource faction, which built its AutoMechs to lower, industrial-grade standards, and opted to give them monstrous bestial configurations either for psychological effect or prewar entertainment. Also, much like the DynaBoG, most of the InterSect's machines are tough contenders even with this shortcoming.

The *Sector*s, in particular, are a case in point: heavy, solidly armored and decently mobile, each boasts up to seventeen tons of combat payload. Configurations in the field have run the gamut from energy boats, to electronic-warfare specialists, to point-blank brawlers. Their sheer numbers have been astounding as well, with *Sector*s making up more than half of the Confederation's active forces and every indication that any losses can be replenished within days due to an astonishingly robust factory production both on Syberia and its outer moon.

In keeping with much of the InterSectCon's battlefield aesthetics, the *Sector*'s bestial configuration is reminiscent of insectoid animalia. Suitably for its larger weight class, these machines assume the form of bulked-up techno-beetles and the like, with spider-like legs that allow their bodies to hang closer to the ground for a minimized profile.

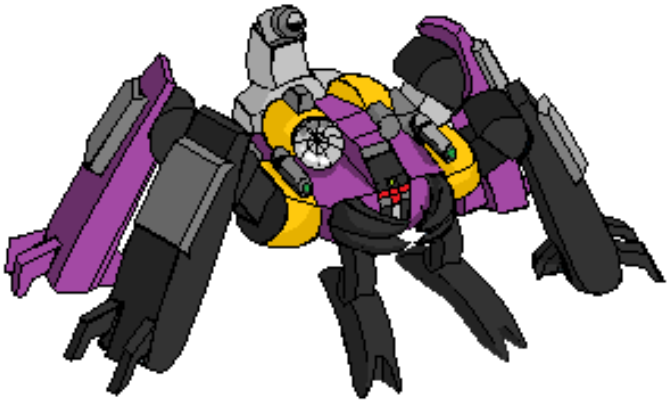
Variant Configurations

Based on their featured gear, we've named the three major *Sector* variations discovered so far after some old Terran bugs Jacobs read about. She says it seems only fitting.

The Lightning Bug variant is the "energy boat" mentioned earlier. Four light particle cannons and a static-shrieking Guardian suite make this an apt moniker, but we've also noticed an SRM launcher in the mix that is often used to shoot some form of Inferno munitions when it really wants to light things up.

The Bombardier configuration carries fewer offensive weapons, instead spending most of its payload on an assortment of EW gear. This includes not only a Guardian to jam enemy sensors, but also a TAG system, a Narc pod launcher, and three tons of specialized comm systems, which allow it to mark and track enemies while coordinating with allied units and field sensors.

Festooned with spikes and granted the ability to jump, the Rhino Beetle is probably the more psychologically terrifying of the *Sector*'s major variants. Festooned with spikes and bearing powerful, armor-shearing claws, this one carries only two medium lasers for ranged combat, but its Beagle probe system and the ability to jump make it hard for most AutoMechs to get away from once it enters the fray.



Type: **Sector**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment		**Mass**
Internal Structure:	Imp. Industrial	12
Conversion Eqpt:	Bestial	3
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (Standard):	10	0
Gyro:		3
Cockpit:	AutoMech	3
Armor Factor (Hvy. Industrial):	136 (+10)	8.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	18
Center Torso (rear)		7
R/L Torso	14	15 (+5)
R/L Torso (rear)		5
R/L Arms	10	15
R/L Legs	14	16

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
Heat Sink	RL	1	0
Extra Limbs (1 set)	RT/LT	2	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Lightning Bug Configuration			
SRM 4	RA	1	2
Light PPC	RA	2	3
Ammo (SRM 4) 25	RA	1	1
Light PPC	RT	2	3
CASE	RT	1	0.5
Light PPC	LT	2	3
Guardian ECM Suite	LT	2	1.5
Light PPC	LA	2	3
Bombardier Configuration			
Medium Pulse Laser	RA	1	2
Guardian ECM Suite	RT	2	1.5
Communications Equipment	RT	3	3
Narc Missile Beacon Launcher	CT	2	3
Ammo (Narc) 24	LT	4	4
CASE	LT	1	0.5
Medium Pulse Laser	LA	1	2
TAG	HD	1	1
Rhino Beetle Configuration			
Claws	RA	4	4
ER Medium Laser	RA	1	1
Jump Jets	RT	2	2
Spikes	RT	1	0.5
Beagle Active Probe	CT	2	1.5
Jump Jets	LT	2	2
Spikes	LT	1	0.5
Claws	LA	4	4
ER Medium Laser	LA	1	1
Spikes	HD	1	0.5

Notes: Features Advanced Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Insectoid Quad Form), Improved Sensors, Low Profile, Non-Standard Parts

Notable *Sectors*:

Sector Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Bomb Sector	Bombardier	CommandMech	Vet (0/0)	Scout, Officer	Quickdraw/Fire Scorpion
Hard Sector	Rhino Beetle	NinjaMech	Vet (0/3)	Infantry-AntiMech	Quickdraw/Fire Scorpion
Scrap Sector	Lightning Bug	CommandMech	Vet (1/2)	Infantry, Officer	Quickdraw/Stalking Spider*

*Add legs and pincers.

Seeker (Aerofighter AutoMech)

Summary

Perhaps the single most iconic unit type in the DemoCon forces, and quite possibly the most populous single AutoMech model in the whole Syberian system, is the *Seeker*. Often seen operating in three-unit demi-squadrons, these flying soldiers are not the fastest things in the Syberian skies, but they are nimble enough on the ground or in the air to present a dire threat to any who encounter them.

One elite, but particularly eccentric *Seeker*, designated Star Seeker, holds a vaunted position as commander of the Conglomerate's aerospace forces, but we have also identified nearly twenty other named *Seeker*s who clearly function as its lieutenants, who often take to the field with their own underlings.

Like all convertible 'Mechs, *Seeker*s struggle to excel in any one arena of combat, but the vast majority of this model type demonstrate a decent mix of speed and mid-range firepower that helps to offset their comparatively thin armor. Most *Seeker*s can surprise a foe with extended jumps and high-gee maneuvers, thanks to the improved rocket thrusters they possess, but many have been modified (likely in the field) to trade in some of that mobility for an extra weapon or two. Taken together, this all makes them ideal ambushers, swarmers, and heavy recon units. Meanwhile, the model's unusually high production rate seems to give the DemoCons' leadership—including Star Seeker itself—little pause when choosing to deploy them as particularly effective cannon fodder.

Variant Configurations

The sheer variety of *Seeker* configurations is astounding, so we've had to group a lot of them together by general area of specialty. The five most common variant groups boil down to Strafers, Interceptors, Ambushers, Bladefighters, and Firebombers.

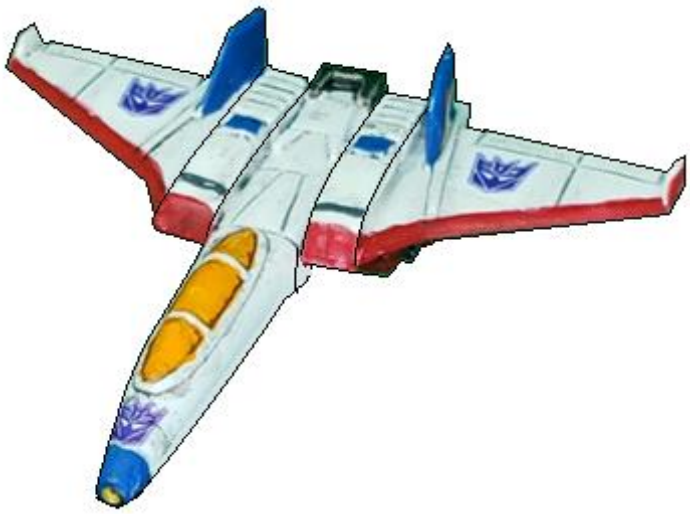
Together with the Interceptors, Strafer *Seeker*s are the most common. These air-to-ground support specialists typically mount four or more medium-grade lasers, and carry extra fuel so they can linger in the skies as the battle progresses. A couple Strafer variants add a TAG system to the mix as well, so they can point out a particularly difficult ground target for friendly artillery even as they swoop past it, guns blazing.

Interceptor *Seekers* are common first-response units, which often—but not always—carry a mix of medium lasers and some form of missile or rocket weaponry. One version leans so heavy on beam guns that it's almost identical to a Strafer, but also carries with it a Beagle Probe for sniffing out hidden units on the ground.

Ambusher *Seeker*s are unique in that their thrust systems have been downgraded to make room for additional payload. Lasers and missiles abound in these variants, and at least one version is known to pack a Guardian Suite to scramble hostile electronics.

The *Seeker* configurations that we call Bladefighters are oddities in that they are armed as much for melee fighting on the ground as they are for basic strafing support. In general, these variations mount a number of medium lasers inversely proportional to the number of vibroswords they carry.

Finally, there is the *Firebomber* variant. These *Seeker*s carry SRMs backed up by lasers and/or flamethrowers. As their name suggests, they favor incendiary munitions for their missile racks, which lets them create hell on earth—or, rather, Syberia—every time they streak by the battlefield.



Type: **Seeker**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Aero		7.5
Engine:	250		12.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	8		
Safe Thrust:	8		
Max Thrust:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	16		0
Armor Factor:	112		7
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	12	
Center Torso (rear)		7	
R/L Torso	12	10	
R/L Torso (rear)		5	
R/L Arms	8	12	
R/L Legs	12	15	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
4 Jump Rockets	RL/RT/LT/LL	8	4

Weapons and Ammo	**Location**	**Critical**	**Mass**
Strafer Configuration A			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RA	1	1
Fuel (80)	RT	1	1
Double Heat Sink	LT	3	1
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
Strafer Configuration B			
2 ER Medium Lasers	RA	2	2
Double Heat Sink	RT	3	1
Fuel (80)	RT	1	1
TAG	LT	1	1
Double Heat Sink	LT	3	1
2 ER Medium Lasers	LA	2	2
Strafer Configuration C			
2 ER Medium Lasers	RA	2	2
ER Medium Laser	RT	1	1
Fuel (80)	RT	1	1
TAG	LT	1	1
ER Medium Laser	LT	1	1
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Nimble Jumper, Ubiquitous (Syberia); *These variants use standard Jump Jets.

Interceptor Configuration A			
Light PPC	RA	2	3
Primitive Rocket Launcher 15	RT	2	1
Primitive Rocket Launcher 15	LT	2	1
Light PPC	LA	2	3
Interceptor Configuration B			
ER Medium Laser	RA	1	1
LRM 5	RT	1	2
ER Small Laser	CT	1	0.5
Ammo (LRM) 24	LT	1	1
CASE	LT	1	0.5
LRM 5	LT	1	2
ER Medium Laser	LA	1	1
Interceptor Configuration C			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RA	1	1
Primitive Rocket Launcher 10	RT	1	0.5
Beagle Active Probe	LT	2	1.5
Medium Pulse Laser	LA	1	2
ER Medium Laser	LA	1	1
*Ambusher Configuration A**			
ER Medium Laser	RA	1	1
SRM 4	RA	1	2
Ammo (SRM 4) 25	RA	1	1
Guardian ECM	RT	2	1.5
Machine Gun	CT	1	0.5
CASE	LT	1	0.5
ER Medium Laser	LA	1	1
SRM 4	LA	2	2
Ammo (Machine Gun) 100	LA	1	0.5
*Ambusher Configuration B**			
Medium Pulse Laser	RA	1	2
LRM 10	RT	2	5
Ammo (LRM 10) 12	LT	1	1
Medium Pulse Laser	LA	1	2
Bladefighter Configuration A			
Medium Vibroblade	RA	2	5
ER Medium Laser	RT	1	1
ER Medium Laser	CT	1	1
ER Medium Laser	LT	1	1
Bladefighter Configuration B			
Small Vibroblade	RA	1	3
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Small Vibroblade	LA	1	3
Firebomber Configuration			
SRM 4	RT	1	2
Medium Laser	RA	1	1
Flamer	CT	1	1
Ammo (SRM 4) 24	LT	1	1
SRM 4	LT	1	2
Medium Laser	LA	1	1

Notable *Seekers*:

Seeker Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Air Blade	Bladefighter (A)	NinjaMech	Vet (0/1)	Infantry-AntiMech	Phoenix Hawk/Mechbuster
Maximia	Strafer (A)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Poniard	Bladefighter (B)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Acid Seeker	Interceptor (B)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Bit Seeker	Interceptor (C)	Analyzer	Vet (2/3)	Analysis	Phoenix Hawk/Mechbuster
Black Seeker	Strafer (B)	NinjaMech	Vet (0/1)	Infantry-AntiMech	Phoenix Hawk/Mechbuster
Blast Seeker	Ambusher (B)	ReconMech	Reg (2/3)	Scout	Phoenix Hawk/Mechbuster
Cell Seeker	Ambusher (B)	ArtilleryMech	Reg (4/5)	Infantry	Phoenix Hawk/Mechbuster
Death Seeker	Ambusher (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Fire Seeker	Strafer (B)	ArtilleryMech	Reg (5/4)	Infantry	Phoenix Hawk/Gotha
Heat Seeker	Firebomber	CraftsMech	Vet (5/1)	Engineer	Phoenix Hawk/Mechbuster
Ion Seeker	Interceptor (A)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Nova Seeker	Strafer (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Ram Seeker	Ambusher (A)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Red Seeker	Interceptor (A)	GruntMech	Reg (4/5)	Minimal	Phoenix Hawk/Mechbuster
Sand Seeker	Ambusher (A)	ReconMech	Reg (2/3)	Scout	Phoenix Hawk/Mechbuster
Sky Seeker	Ambusher (A)	SpecMech	Vet (1/2)	Special Forces	Phoenix Hawk/Mechbuster
Star Seeker	Strafer (B)	CommandMech	Elt (0/0)	Scout, Officer	Phoenix Hawk/Mechbuster
Stream Seeker	Ambusher (A)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Sun Seeker	Strafer (C)	SpecMech	Reg (3/4)	Special Forces	Phoenix Hawk/Mechbuster
Thrust Seeker	Ambusher (B)	ReconMech	Vet (1/2)	Scout	Phoenix Hawk/Mechbuster
Thunder Seeker	Ambusher (B)	ArtilleryMech	Vet (2/3)	Infantry	Phoenix Hawk/Mechbuster
Trigger Seeker	Strafer (C)	ArtilleryMech	Reg (4/5)	Infantry	Phoenix Hawk/Mechbuster

Seeker II (Aerofighter AutoMech)

Summary

The AutoMech unit we have dubbed the *Seeker II* is, as you might imagine, a heavier form of the *Seeker*-class convertible aerofighter 'Mech that is so common in the skies of the Syberia system. It is also among the first fighter-to-BattleMech models we've encountered that breaks the fifty-five-ton barrier every Land-Air 'Mech back in the Inner Sphere fell under since the concept first debuted. Before we discovered the massive *BomberMech* and *Cycler*, we spotted the *Seeker II*s flying at the head of *Seeker* and *AeroMech* squadrons.

The *Seeker II* is so visibly similar to the *Seeker* that we nearly took the heavier unit to be yet another variant of the former. While such a thing could reasonably be argued, the relationship between the two is much like the one between the *Phoenix Hawk*s and the *Crusader*s of Succession Wars vintage. Of course, the fact that these Syberian 'Mechs happen to resemble those very machines merely reinforces the analogy.

But enough about forms; let's talk functionality.

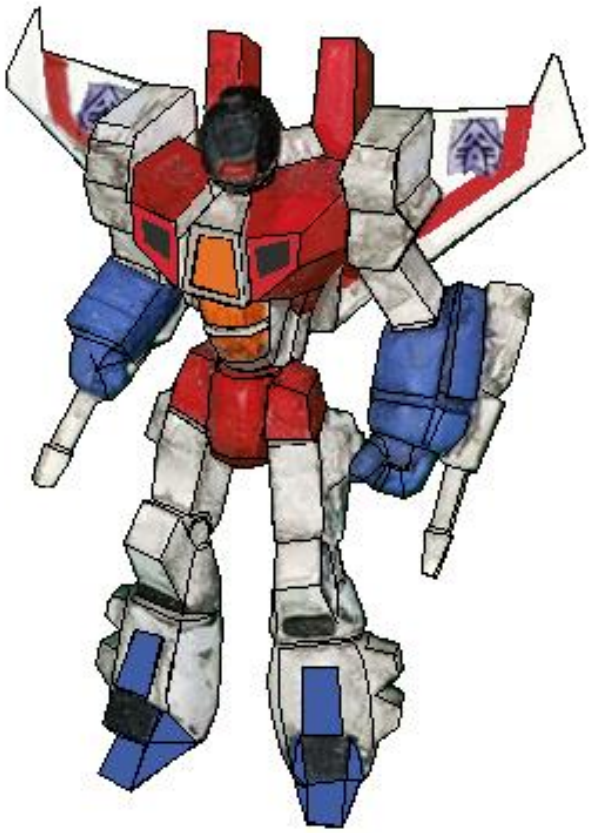
At sixty tons, the *Seeker II* is twenty percent heavier than the standard *Seeker*. While this predictably heralds a reduction in its overall speed—both on land and in flight—the similar aerodynamics gives the bigger AutoMech the same level of aerial finesse that we've seen in its smaller counterpart. Meanwhile, the *Seeker II*'s frame and armor make it much tougher in combat, while its expanded payload opens the door to bigger and better weaponry.

The *Seeker II*'s improvements don't stop with its armor and guns, either. With enhanced tactical sub-processors and superior comm systems, this AutoMech makes for an ideal command-level unit. These features have helped numerous examples of this model—AutoBoP and DemoCon alike—attain officer-grade positions within their respective armies.

[**NOTE:** Curiously, it appears that the Syberian AI known as Star Seeker has, on numerous occasions, "upgraded" itself to a *Seeker II* model—typically within days, even hours, of its leader's near-complete destruction—as part of its frequent bids for faction leadership. Invariably, however, these "Lordstar" *Seeker II*s end up being destroyed before long, usually by a vengeful MechaTankus. When this occurs, the old Star Seeker—or a copy—returns to service in its lighter incarnation.]

Variant Configurations

*Seeker II*s have been spotted in numerous variant forms, many of which appear to be upgunned versions of those found in the standard *Seeker* model. These alternate configurations include a few Strafer laser boats, and a couple power-focused Interceptors. But we've also seen a *Seeker II* variant that fills a completely different role by devoting over half of its equipment capacity with internalized, CASE-protected, multi-ton tanks and a drogue for mid-air refueling operations. Unsurprisingly, these Tanker-type *Seeker II*s try to avoid battle as much as possible, but they carry a battery of medium lasers, just in case they can't.



Type: **Seeker II**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment		**Mass**
Internal Structure:		6
Conversion Eqpt:	Aero	9
Engine:	240	11.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Safe Thrust:	4	
Max Thrust:	6	
Heat Sinks (Double):	10 [20]	0
Gyro:		3
Cockpit:	AutoMech	3
Fuel:	80	0
Structural Integrity:	20	0
Armor Factor:	168	10.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	20	20
Center Torso (rear)		13
R/L Torso	14	17
R/L Torso (rear)		10
R/L Arms	10	16
R/L Legs	14	20

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
2 Jump Rockets	RL/LL	4	4
Double Heat Sink	RT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Strafer Configuration A			
ER Large Laser	RA	2	5
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
2 Double Heat Sinks	RT	6	2
ER Medium Laser	LT	1	1
2 Double Heat Sinks	LT	6	2
ER Medium Laser	LA	1	1
Strafer Configuration B			
2 ER Medium Lasers	RA	2	2
ER Large Laser	RT	2	5
Fuel (80)	CT	1	1
ER Large Laser	LT	2	5
Interceptor Configuration A			
Binary Laser Cannon	RA	2	9
ER Medium Laser	RT	1	1
Fuel (80)	RT	1	1
ER Medium Laser	LT	1	1
Fuel (80)	LT	1	1
Interceptor Configuration A			
Streak SRM 6	RT	2	4.5
Ammo (Streak SRM 6) 15	RT	1	1
CASE	RT	1	0.5
ER PPC	LA	3	7
Tanker Configuration			
2 ER Medium Lasers	RA	2	2
Fuel (240)	RT	3	3
CASE	RT	1	0.5
Refueling Drogue	CT (R)	1	1
Fuel (240)	LT	3	3
CASE	LT	1	0.5
2 ER Medium Lasers	LA	2	2
ER Medium Laser	HD	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Heavy BattleMech/Fighter Conversion), Atmospheric Flyer, Command BattleMech, Improved Communications, Nimble Jumper

Notable *Seeker IIs*:

***Seeker II* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Aero Fire	Interceptor (A)	Analyzer	Elt (1/1)	Scientist, Officer	Crusader/Rusalka Fighter
Broadsider-One	Interceptor (B)	ArtilleryMech	Vet (2/3)	Infantry	Crusader/Rusalka Fighter
Optimal Una	Strafer (A)	CommandMech	Vet (0/0)	Spec Forces, Officer	Crusader/Rusalka Fighter
Scatter Fire	Strafer (A)	CommandMech	Vet (1/1)	Infantry, Officer	Crusader/Rusalka Fighter
Beta Blitzer	Strafer (B)	ArtilleryMech	Vet (2/2)	Infantry, Scout	Crusader/Waneta Fighter
Lordstar Seeker	Strafer (B)*	CommandMech	Elt (0/0)	Scout, Officer	Crusader/Scytha Fighter
October Beta	Tanker	Dealer	Vet (3/5)	Merchant	Crusader/Lucifer Fighter
Sixer-Delta	Strafer (B)	SpecMech	AbvAvg (2/3)	Spec Ops	Crusader/Waneta Fighter

*This unit moves the ER Large Lasers to its arms and places the ER Medium Lasers in each side torso.

Silverback (Bestial AutoMech)

Summary

As a bestial AutoMech crafted to resemble terrestrial primates, the *Silverback* is a support unit that is slow, but well armored, and optimized for command. Developed by the AxiMaL faction for use within and around their Axilum Valley nature preserve, this machine features a simulated hide, complete with synthetic fur, to minimize its distracting presence. Most of those created by the AxiMaLs are endowed with core AI personality programming derived from the very same code used in AutoBoP-made *Leader*-class 'Mechs. As a consequence, these machines not only skew toward command duties and officer-grade positions, but they also tend to have a "humanitarian" streak about them, prioritizing the lives of civilians, neutrals, and native fauna over most other concerns.

[**EDIT:** Or perhaps, it has been suggested, it's the other way around, and that the *Leader*-class's coding derives from the *Silverback*'s. We really can't be sure which came first, after all, so anything's possible.]

Like other bestial AutoMech types designed to resemble creatures of a more bipedal nature, the *Silverback* is balanced such that, when in its quadruped mode, it can periodically rear up its front legs and use them to punch with. In this model's case, however, its elongated, simian-style arms/forelegs make such tactics particularly easy.

Among its other advantages, the *Silverback* also incorporates a lot of improvements that are rather uncommon among AxiMaL AutoMechs. Improved sensors and comms equipment, likely installed to better track and monitor the creatures of Axilum's bio-dome, now facilitate the observation and coordination of allied units in battle. Meanwhile, strategic sub-systems help it analyze battle tactics, identify resources of significant value, and ascertain threats to the local ecosphere. Double-strength heat sinks and high-powered jump rockets are also intrinsic to the *Silverback*'s bag of tricks, both of which are likely sourced from baronial lands.

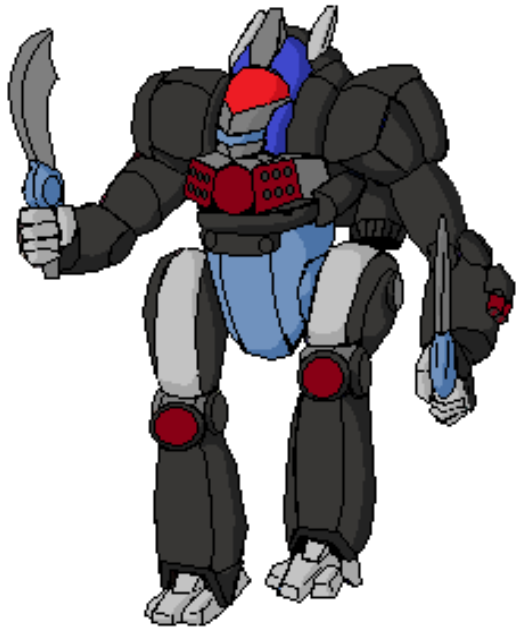
Variant Configurations

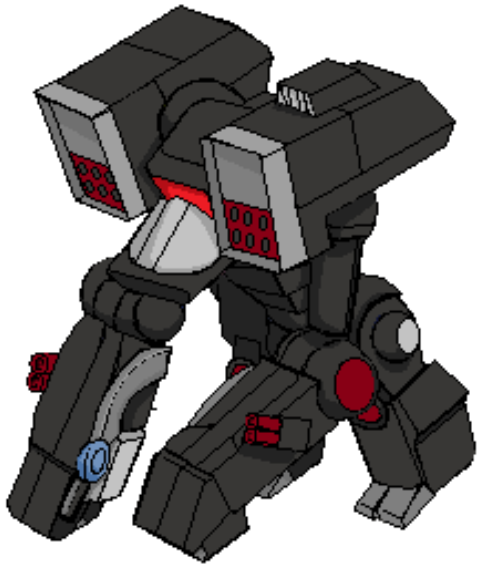
More than a quarter of the *Silverback*'s tonnage is available for the mounting of weapons and equipment, but some variants are more peculiar than others in how they use this weight.

Perhaps the most common *Silverback* configuration is an odd support-focused one centered on a pair of 'Mech Mortars for long-reaching, indirect fire, with a quartet of small lasers for up-close defense. Just how effective this version is in battle depends greatly on the nature of its mortar munitions, but the high-arcing delivery of them allows this *Silverback* to do much of its shooting from heavy cover.

A more practical variant for pitched battles is also known that trades in the mortars for SRM racks, a large extended-reach laser, and an armor-smashing hatchet.

And then there is the blade-fighting configuration. This one also trades the mortars in for SRM racks, but instead of carrying a hatchet, it wields a sword in each hand, to maximize its point-blank effectiveness.





Type: **Silverback**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Bestial		2
Engine:	120		4
Walking MP:	3		
Running MP:	5		
Jumping MP:	5		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	12	16	
Center Torso (rear)		7	
R/L Torso	10	14	
R/L Torso (rear)		6	
R/L Arms	6	12	
R/L Legs	10	16	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
3 Jump Rockets	RT/CT/LT	6	3
6 Double Heat Sinks	RA/2RT/ 2LT/LA	18	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
2 ER Small Lasers	RA	2	1
Mech Mortar 2	RT	2	5
Ammo (Mech Mortar 2) 12	RT	1	1
Mech Mortar 2	LT	2	5
Ammo (Mech Mortar 2) 12	LT	1	1
2 ER Small Lasers	LA	2	1
Common Configuration B			
ER Large Laser	RA	2	5
SRM 4	RT	1	2
Ammo (SRM 4) 25	RT	1	1
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
Hatchet	LA	3	3
Bladefighter Configuration			
2 ER Small Lasers	RA	2	1
Sword	RA	3	2
SRM 6	RT	2	3
Ammo (SRM 6) 15	RT	1	1
SRM 6	LT	2	3
Ammo (SRM 6) 15	LT	1	1
Sword	LA	3	2
2 ER Small Lasers	LA	2	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Battle Fists, Command 'Mech, Cowl, Distracting (Animalistic Quad Form), Improved Communications, Improved Sensors, Non-Standard Parts, Semi-Quad
Credit: Glitterboy2098

Notable *Silverbacks*:

***Silverback* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
App-Link	Common (A)	Communicator	Reg (3/4)	Communications	Chameleon/Mandrill
Primal-C	Bladefighter	CommandMech	Vet (1/2)	Infantry, Officer	Chameleon/Mandrill
Silverback	Common (A)	CommandMech	Vet (1/2)	Scout, Officer	Chameleon/Mandrill
Gorrimace	Common (B)	Communicator	Reg (3/4)	Communications	Chameleon/Mandrill

Skorpios (Bestial AutoMech)

Summary

The *Skorpios* is possibly the most prominent of the PresiDom faction's "trooper" designs. But while it is seen in large numbers within that faction's ranks, its capabilities don't seem to fit the conventional wisdom behind front-line combat design. Slow-moving, and only modestly armored, it sets aside just over a third of its sixty-ton mass to combat equipment—all wrapped up in a hide of semi-rigid plates designed to mimic the appearance of a chitinous exoskeleton.

The giant animal aesthetics of the PresiDom and AxiMaL factions (and, to a lesser extent, the more mechanoid "beasts" of the DynaBoG and InterSectCon states) are, of course, well documented. So, it is no real surprise that the *Skorpios*, as a PresiDom product, features a simulated organic shell, a segmented tail, and extraneous limbs to complete its look. What seems weird is simply how much of the machine's potential combat load is basically wasted in those models we've spotted in the field. Typically, after all, when one puts a small engine and skimps on armor in a BattleMech's design, it is to make room for some immense firepower. But in *this* AutoMech's case, the dominant weaponry tends toward high-powered claws and short-range missile tubes.

While it is quite possible that we've simply missed variations on this machine that are more practically armed, what we have seen of the *Skorpios* in the field to date typically looks more impressive than it fights. Keep out of their arm's reach—a feat easily done by most vehicles and 'Mechs—and your odds of survival against one of these AutoMechs look pretty good.

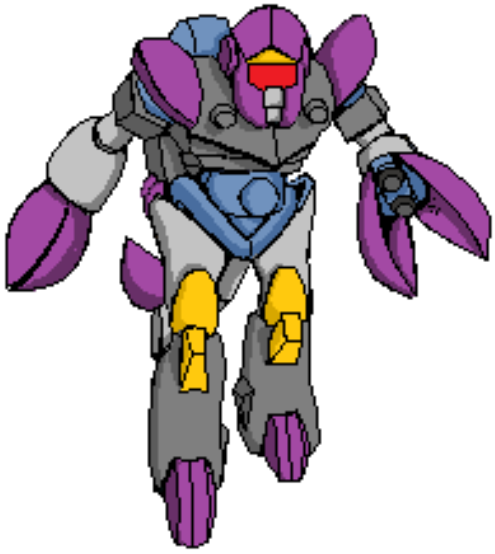
Variant Configurations

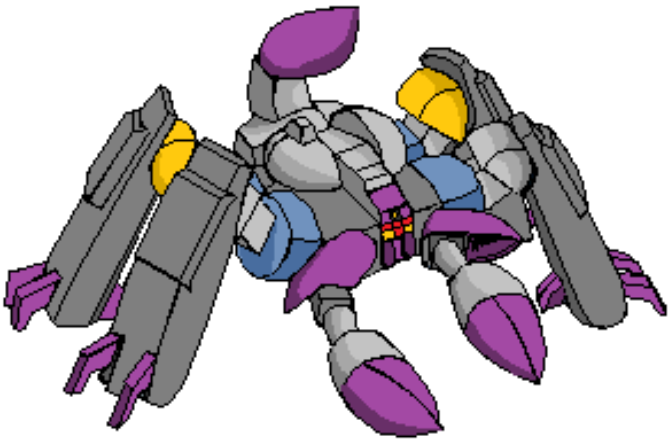
We've recognized two main versions of the *Skorpios* model to date, which we have identified as the Hunter and the Cruncher.

The Hunter *Skorpios* sports the weakest ranged weaponry of the two variants, with only a pair of twin-tube SRMs to its credit. For close-in work, its hand actuators take the form of giant, pincer-style claws that can rip through a half-ton of standard 'Mech armor in seconds. But its real focus lies in the four cargo bays, each capable of up to two tons' worth of internalized storage, built into its arms and torso flanks. From these bays, in a manner similar to other transport units like the *Sounder*, this *Skorpios* can deploy a mixed squad's worth of small MiniMechs and ultralights. Particularly favoring the Flybee ultralight VTOL and the Mite MiniMech (see their independent entries), the *Skorpios*es of this configuration act as drone-masters who use their tinier minions as scouts—and sometimes as bait—against enemy positions.

Comparatively speaking, Cruncher-variant *Skorpios* models are much simpler affairs. While they also make use of the same crustacean-like claws, the rest of their arsenal is devoted to a pair of quad-tube SRMs and a particle cannon. This version of the *Skorpios* thus resembles the classic *Scorpion* quad from back home, but remember that those Inner Sphere 'Mechs are slightly lighter and more mobile—and even then, their popularity never reached a point where they could be considered commonplace in anyone's army.

Just another way in which Syberians are weird, perhaps.





Type: **Skorpios**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Bestial		3
Engine:	180		7
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	128 (+20)		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	17	
Center Torso (rear)		6	
R/L Torso	14	14 (+10)	
R/L Torso (rear)		4	
R/L Arms	10	15	
R/L Legs	14	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RT/LT	2	0
3 Heat Sinks	2RL/LL	3	0
Tail (Barbed)	CT (R)	2	6
Extra Limbs (1 set)	2RT/2LT	2	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Tracker Configuration			
Claw	RA	4	4
SRM 2	RA	1	1
Cargo (2 tons)	RA	2	2
Ammo (SRM 2) 50	RT	1	1
Cargo (3 tons)	RT	3	3
CASE	RT	1	0.5
Ammo (SRM 2) 50	LT	1	1
Cargo (3 tons)	LT	3	3
CASE	LT	1	0.5
Claw	LA	4	4
SRM 2	LA	1	1
Cargo (2 tons)	LA	2	2
Cruncher Configuration			
Claw	RA	4	4
SRM 4	RA	1	2
Ammo (SRM 4) 25	RA	1	1
Medium Laser	RT	1	1
PPC	LT	3	7
Claw	LA	4	4
SRM 4	LA	1	2
Ammo (SRM 4) 25	LA	1	1
Heat Sink	LL	1	1

Notes: Barbed Tail functions as a normal Tail in gameplay; Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Quad 'Mech Conversion), Distracting (Arthropod Quad Form), Improved Sensors, Low Profile (Quad Mode), Non-Standard Parts
Credit: Glitterboy2098

Notable *Skorpioses*:

***Skorpios* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Ambush	Cruncher	ReconMech	Reg (3/4)	Scout	Copperhead/Fire Scorpion*
Parasect	Cruncher	ArtilleryMech	Reg (4/5)	Infantry	Copperhead/Fire Scorpion*
Sand-Lock	Tracker	ReconMech	AbvAvg (2/3)	Scout	Copperhead/Fire Scorpion*
Skorp-Lock	Tracker	CommandMech	Vet (0/0)	Scout, Officer	Copperhead/Fire Scorpion*

*Add clawed "legs" to front.

Sneaker (Wheeled AutoMech)

Summary

The *Sneaker* class isn't the lightest of the ground scouts we've seen on Syberia, but it may be a good contender for the toughest. Bigger than a *Bug*, smaller than a *Beetle*, but slower than both, this AutoMech body type is built with a lithe and compact frame that cuts an almost feminine silhouette when in BattleMech mode. This look is deceptive, however, as its armor is remarkably solid, and the Sneaker can still pack up to six tons of armament to boot—more than most light AutoMechs.

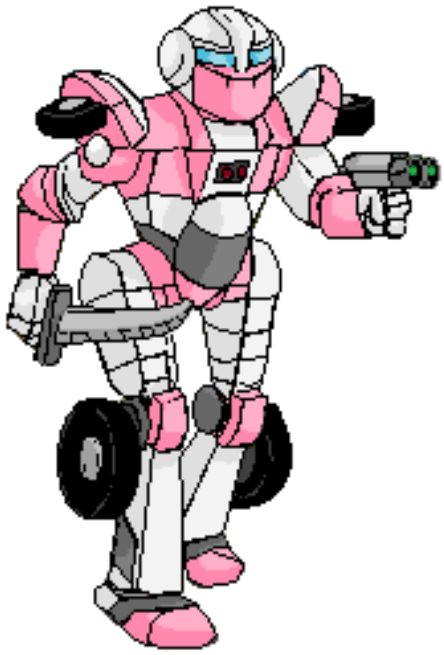
*Sneaker*s mainly seem to serve in a harrying role, with weapon loadouts optimized for close range engagements, target spotting, and communications. Taken together, these AutoMechs make for prime guerilla fighters within the confines of any city or densely packed industrial site. (And there are certainly plenty of those on Syberia, even if you discount the larger ruins.) If partnered with other light ground units using effective ECM, these AutoMechs can make holding any territory difficult to impossible, even if the bulk of their allies have been forced to flee the area. With so many *Sneaker*s specialized in infiltration tactics, these lightweights and their hit-and-fade capabilities can raise holy hell in just about any built-up environment.

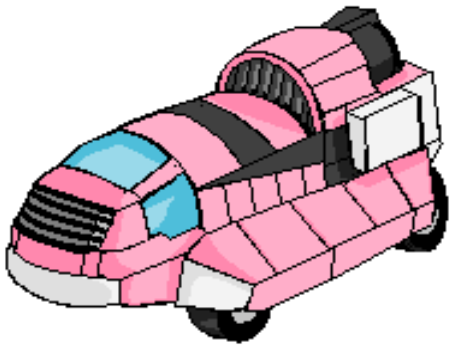
The AutoBoP faction appears to be the sole manufacturer of the *Sneaker* class. Sporadic reports of captured and "realigned" samples of this model among the DemoCon and JUniCom factions have made the rounds. But to date, we haven't been able to confirm very many of them.

Variant Configurations

We've noted two variations on the *Sneaker* class that function primarily as combat strikers, and one that has a more strategic function as a mobile comm center. Both Striker-types rely on a pair of extended-range medium lasers for their primary firepower, but where one prefers the up-close-and-personal approach of a small vibroblade and two more light lasers, the other carries an ammo-efficient Streak SRM launcher and a Beagle-style active probe for sniffing out hidden enemies. It is not uncommon to see these two Striker variants partnering up in battle, to combine their respective specialties.

The Communicator variant of the *Sneaker* is essentially exactly as advertised. Investing half its equipment payload on expanded comm gear, which is then tied into its already top-notch radio systems and sensor kit, this unit commonly lurks near a battlefield or ranges out some distance away, as situations demand, and resorts to its few close-range lasers only as a last resort.





Type: **Sneaker**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	Wheeled		4.5
Engine:	150		5.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	10	13	
Center Torso (rear)		7	
R/L Torso	7	9	
R/L Torso (rear)		5	
R/L Arms	5	10	
R/L Legs	7	10	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
4 Double Heat Sinks	2RT/2LT	12	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Striker Configuration A			
Small Vibroblade	RA	3	3
2 ER Small Lasers	CT	2	1
2 ER Medium Lasers	LA	2	2
Striker Configuration B			
Streak SRM 2	RA	1	1.5
Ammo (Streak SRM 2) 50	RA	1	1
Beagle Active Probe	CT	2	1.5
2 ER Medium Lasers	LA	2	2
Communicator Configuration			
Medium Pulse Laser	RA	1	2
Small Laser	RT	1	0.5
Communications Equipment	RT	3	3
Small Laser	LT	1	0.5

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Compact 'Mech, Improved Communications, Improved Sensors, Low Profile (Vehicle mode only), Modular Weapons, Jettison-Capable Weapons (Hands).

Notable *Sneakers*:

***Sneaker* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
After-Sneaker	Striker (B)	ArtilleryMech	Vet (2/3)	Infantry	Hermes*/Centipede*
Arc Sneaker	Striker (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Hermes*/Centipede*
Green-Sneaker	Striker (A)	SpecMech	Vet (0/1)	Scout, Spec Ops	Hermes*/Centipede*
Groove-Sneaker	Communicator	ReconMech	AbvAvg (2/3)	Scout	Hermes*/Centipede*
Lance-Sneaker	Striker (B)	SpecMech	Vet (1/2)	Spec Ops	Hermes*/Centipede*

*Add 4 wheels (and a left hand, in Mech mode)

Sounder (Wheeled AutoMech)

Summary

Although we originally identified the *Sounder* as a dedicated comms unit, subsequent discovery of a wider range of configurations has forced us to reclassify this AutoMech class as more of a command-grade, front-line supporter. Built with an impressive payload capacity just shy of twenty tons, and possessing fair mobility for their heavyweight size, many of these units act as deployers for everything from mines and remote sensors to small ultralights and MiniMech drones.

The *VeeMech* class and its relatives were initially seen as an AutoBoP variant of this DemoCon-made chassis, given how much the two classes have in common. But we have since come to learn that *Sounder*s tend to feature a far greater array of enhanced electronics by comparison. We have also discovered that the baronial forces do have several of *Sounder*s in their ranks as well; they simply tend to keep them well behind the front lines.

The built-in use of top-tier communications and tactical sub-processors make *Sounder*s into natural commanders, but it is the further enhancements of SLDF-grade electronic warfare gear that tend to make them particularly invaluable in the field. Most of the named *Sounder*s we've seen to date have specialized in everything from communications and reconnaissance to intelligence and analysis, so it's little wonder that so many find their way into the upper echelons of their respective sides. But we've also seen variants that serve in a more direct battlefield role that includes target spotting and fire suppression.

Of the more electronics-inclined *Sounder*s, we've also noticed that most come equipped with deployment systems for drones and remote sensors which they typically employ in close support. This is likely an outgrowth of their natural edge in developing the critical skills of leadership and coordination.

Variant Configurations

To date, we have identified four major *Sounder* variants among Syberia's active factions. Of these, the two most common feature dedicated on-board storage space for "code-bonded" drones, as well as the sensory and stealth enhancements of a Beagle-style active probe and a Guardian-style ECM suite. Offensive firepower on these common-type *Sounder*s is limited to just two weapons, be they a large laser and SRM pod, or a particle cannon with a small laser backup.

Scientist-variant *Sounder*s drop the drone bays in favor of a remote sensor deployment system, as well as a Beagle and target-acquisition gear that can be used for artillery spotting and range-finding alike. Like the common configurations, these units carry only two weapons, but both are effective at long-range fire, to keep their enemies back.

Finally, there is the *Sounder*'s Gunner configuration. This variant carries only a single heavy LB-X autocannon, with a large enough magazine for selectable munitions fire. A Narc missile beacon system enables this AutoMech to assist allied units in tracking and killing enemy units that might otherwise slip away, with a TAG laser providing the means to call in precision artillery.

Type: **Sounder**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Wheeled		9
Engine:	240		11.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Wheeled Cruise MP:	5		
Wheeled Flank MP:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	15	
Center Torso (rear)		10	
R/L Torso	14	14	
R/L Torso (rear)		8	
R/L Arms	10	15	
R/L Legs	14	18	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
Double Heat Sink	RT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Large Laser	RA	2	5
SRM 6	RT	1	3
Ammo (SRM 6) 15	RT	1	1
Cargo (3 tons)	RT	3	3
CASE	RT	1	0.5
Guardian ECM Suite	LT	2	1.5
Beagle Active Probe	LT	2	1.5
Cargo (3 tons)	LT	3	3
Common Configuration B			
ER PPC	RA	3	7
ER Small Laser	RA	1	0.5
Guardian ECM Suite	RT	2	1.5
Cargo (4 tons)	RT	4	4
Beagle Active Probe	LT	2	1.5
Cargo (4 tons)	LT	4	4
Scientist Configuration			
Autocannon/5	RA	4	8
Ammo (AC/5) 20	RA	1	1
Ammo (Sensors) 60	RT	1	1
CASE	RT	1	0.5
ER Large Laser	LT	2	5
Remote Sensor Dispenser	LT	1	0.5
Beagle Active Probe	LT	2	1.5
TAG	HD	1	1
Gunner Configuration			
LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Ammo (Narc) 6	RT	1	1
CASE	RT	1	0.5
Narc Missile Beacon	LA	2	3
TAG	HD	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Command BattleMech, Improved Communications, Rugged (1), Jettison-Capable Weapon (Right Hand)

Notable *Sounders*:

Sounder **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Com Blaster	Common (B)	CommandMech	Vet (1/2)	Comms, Officer	Thunderbolt*/Packrat
Com 'Ceptor	Scientist	Analyst	Elt (1/2)	Scientist	Thunderbolt*/Packrat
Blast Sounder	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Thunderbolt*/Packrat
Brute Swindler	Gunner	ArtilleryMech	Vet (3/5)	Infantry, Merchant	Thunderbolt*/Packrat
Cast Sounder	Common (B)	ReconMech	Grn (4/5)	Scout	Thunderbolt*/Packrat
Wave Sounder	Common (A)	CommandMech	Elt (0/1)	Comms, Officer	Thunderbolt*/Packrat

*"Primitive"/RetroTech format

Spybird Recon Drone (Aerial Ultralight)

Summary

Used by nearly every faction on Syberia in which *Sounder* Wheeled AutoMechs or their derivatives are present, the Spybird is a 3-ton reconnaissance drone small enough to be carried within such AutoMechs' internal cargo holds.

Thanks to their small size, and their ability to hitch a ride inside cargo-capable AutoMechs, Spybirds can eschew fusion power, and instead use solar cells on their wings to power the ducted fans that give them flight. While this limits their speed, it also means their powerplants do not interfere with the *Sounder*'s more sensitive electronics. The electric fans also enable VSTOL capability, and run so quietly that these small scouts can stealthily touch down close enough to enemy positions to overhear their audio chatter.

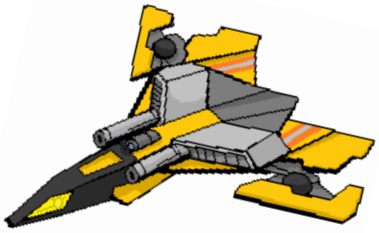
As can only be expected from such compact units, Spybirds are not well armored. And their armament is light, restricted mainly to a pair of heavy infantry support lasers that can barely scuff the paint on a larger AutoMech's hide. Then again, they're not meant to fight to begin with; the important parts of the Spybird drone are the sophisticated recon camera mounted in its hawklike nose, and the aft remote sensor dispensers, which drop "bugs" that its parent unit can then monitor as the Spybird flits off to a new roost.

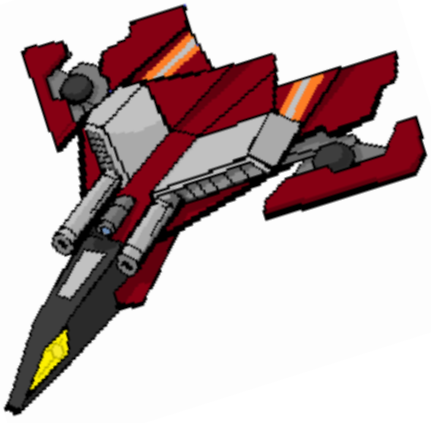
Variant Configurations

As of this time, we have identified two main alternate configurations of the Spybird. Well, technically, one could argue there are three major configurations, but given how similar two of them are to each other, they may as well be the same.

The two very similar variants, which we call the Vulture and the Vampire, are so incredibly alike that it's *almost* not worth mentioning. Both are basically as described earlier; commonplace spybots equipped with two infantry support lasers, a camera, and a sensor dispenser, but where the Vulture is meant for daytime conditions—with a standard visible light camera and laser microphone for long-range eavesdropping—the Vampire is a nighttime specialist, which features a night-vision camera and a heat sensor.

And then there is the Screecher configuration. This one uses lighter support lasers and drops the remote sensor dispenser, so it can make room for a ton of dedicated communications gear. This variant can either link up with other comm units to boost its transmitting and receiving power, or tap into the remote sensors dropped by others to act as something of a mobile signal courier.





Type: **Spybird Recon Drone**
Movement Type: Fixed Wing (Small)
Equipment Rating: E/X-X-X/D
Mass: 3 tons

Equipment		**Mass**
Chassis:		288kg
Engine/Controls:	Robotic	540kg
Type	Solar	
Safe Thrust	2	
Max Thrust	3	
Structural Integrity:	2	
Fuel:	—	0kg
Armor Factor (BAR 7):	6	270kg
	Armor Value	
Nose:	3	
R/L Wing:	1/1	
Aft:	1	

Weapons and Ammo	**Location**	**Slots**	**Mass**
Vulture Configuration			
Advanced Fire Control	—	0	60kg
Recon Camera (Standard)	Nose	1	500kg
2 Handheld Searchlights	Nose	0	10kg
Laser Microphone	Nose	1	5kg
Heavy Support Laser (42)	R. Wing	1	315kg
Heavy Support Laser (42)	L. Wing	1	315kg
Remote Sensor Dispenser (10)	Aft	1	660kg
Vampire Configuration			
Advanced Fire Control	—	0	60kg
Recon Camera (Night Vision)	Nose	1	500kg
Heat Sensor	Nose	1	20kg
Heavy Support Laser (42)	R. Wing	1	315kg
Heavy Support Laser (42)	L. Wing	1	315kg
Remote Sensor Dispenser (10)	Aft	1	660kg
Screecher Configuration			
Advanced Fire Control	—	0	22kg
Recon Camera (Standard)	Nose	1	500kg
Communications Equipment	Nose	1	1,000kg
2 Handheld Searchlights	Nose	0	10kg
ER Support Laser (60)	R. Wing	1	125kg
ER Support Laser (60)	L. Wing	1	125kg

Crew: None
Cargo: 37kg (Vulture), 22kg (Vampire), 120kg (Screecher)

Notes: Features Prop, Ultra-Light, and VSTOL chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit)
Credit: Giovanni Blasini for Original Design and Fluff

Notable Spybirds:

Spybird Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Laserwing Drone	Vulture	ReconMech	Vet (1/2)	Scout	NA/Aeshna (Micro)
Nightsight Drone	Vampire	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)
Vibroblade Drone	Vulture	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)
Squalker Drone	Screecher	ReconMech	Reg (2/3)	Scout	NA/Aeshna (Micro)

Type A1/A2 Stomper (Quad MiniMech)

Summary

Knowing that the Syberians managed to develop militarized robots on an infantry scale in humanoid and bipedal formats, it naturally stood to reason that there would also be four-legged analogs as well. And, indeed, there are many such units we have identified during our extended observation. We have designated the largest of these quadruped “MiniMechs” as the Type A1/A2 Stomper. (Yes, I know that’s hardly original, but to be fair, these are non-convertible AutoMechs that clearly have some kind of dependency on larger units; giving them a bland nomenclature separates them from the more autonomous units. That’s my story, anyway, and I’m sticking to it.)

For a two-ton unit derived from Star League engineering, the Stomper is swift, capable of running speeds approaching forty-five kph. That’s good enough to outpace most of the front-line battlesuits I’m aware of. Its armor is quite rugged as well, capable of shrugging off even a direct PPC hit—at least once, anyway. These features make them great units for city-sweeping missions and indoor defense, taking on any threats small or clever enough to hide from a lumbering BattleMech or terrain-restricted vehicles.

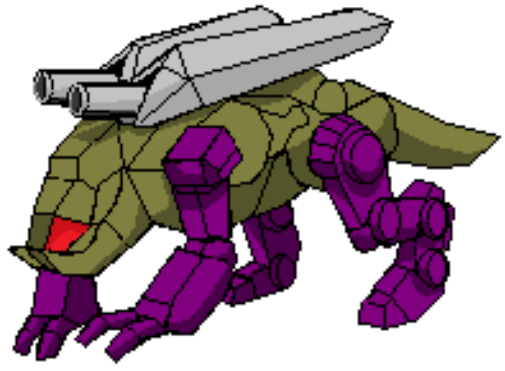
The use of a quad frame, of course, precludes any ability these MiniMechs might otherwise have had for executing anti-BattleMech attacks. But, then again, the Stomper’s weight likely wouldn’t help them much in that regard, either. It’s likely that machines like these played a terrifying role in the extermination of Syberia’s human population, but today, their main opposition tends to be enemy MiniMechs and other “ultralight” drones. The braver (or dumber) units might take on something bigger from time to time, but unless they do so with enough backup, the outcome is fairly predictable.

Variant Configurations

Although we have seen a few cosmetic variations on the Stomper in the field, from some built to resemble terrestrial bulls and smilodons to others with a more reptilian shape, the look is generally a secondary concern to its armament. In *that* department, we have identified two primary configurations, which we’re calling simply A1 and A2.

A1 Stompers carry a pair of three-tube SRM launchers on their flanks, with two volleys of ammunition each. Though their battlefield longevity can thus be measured in seconds, this is usually enough to bring down another MiniMech, obliterate an ultralight, or even maul some of the lighter AutoMech units we’ve seen here. The potential effects of alternate ordnance such as incendiary and smoke warheads can also have a profound impact on any tactical scenario.

A2 Stompers trade the SRMs for a pair of medium recoilless rifles that can hit with greater focus and, thanks to larger magazines, can contribute to a fight for a lot longer than the A1.



Type: **Type A1/A2 Stomper**
Technology Base: AutoMech (Battlesuit)
Mass: 2,000 kg
Swarm/Leg Attack/Mechanized/AP: No/No/No/No
AToW BAR Values: 10/9/9/8; E/I/C: 0/0/0

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic (Quad)		700
Motive System:			
Ground MP:	4		320
Manipulators:	None		0
Armor:	Advanced Standard	5	480
Armor Value:	12 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
A1 Configuration			
SRM 3 (2)	Body	3	240
SRM 3 (2)	Body	3	240
A2 Configuration			
Medium Recoilless Rifle (20)	Body	2	250
Medium Recoilless Rifle (20)	Body	2	250

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Stomper Drones:

Stomper Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Rammer Drone	A1	ArtilleryMech	Vet (2/3)	Infantry	Buraq BA/None
Green Beast Drone	A2	ReconMech	Vet (1/2)	Scout	Shedu BA/None

Strafer (Aerofighter AutoMech)

Summary

The *Strafer*-class FighterMech is an increasingly uncommon sight in the skies over Syberia, but once upon a time, it may have been as popular as the *AeroMech*. Roughly a century ago, the last of this AutoMech's factories were destroyed, effectively "orphaning" this design. That neither the AutoBoP nor the DemoCon factions rebuilt their facilities speaks to the gradual, system-wide decay of Syberian infrastructure since humans died out here. While maintenance 'Mechs can keep units like the *Strafer* functional for as long as possible, the fact remains that each assembly site that suffers irreparable damage becomes one more unrecoverable loss. Syberia's AutoMechs can perform amazingly complex repairs and bypasses thanks to their adaptive programming, but asking them to build new facilities from scratch somehow eludes them.

We're not entirely certain why this is. If their inability to innovate were the sole problem, one might imagine that the AutoMechs could simply analyze any blueprints and specs needed to construct new factories. They could copy the assembly robots and management systems to run them, or staff them with specialized "DoctorMechs" that know how to pull components apart and put them back together. They could look to their extant facilities to fill in any blanks they miss along the way. But, for whatever reason, they simply…don't.

Taking in the big picture, given all the ruined cities, towns, and outposts throughout the system, it's becoming clear that this issue is intrinsic to all factions. The only facilities left intact today are those that were heavily fortified against nuclear strikes, built into mountains, set underground, or which are capable of independent mobility and possess the armor and armaments to defend themselves.

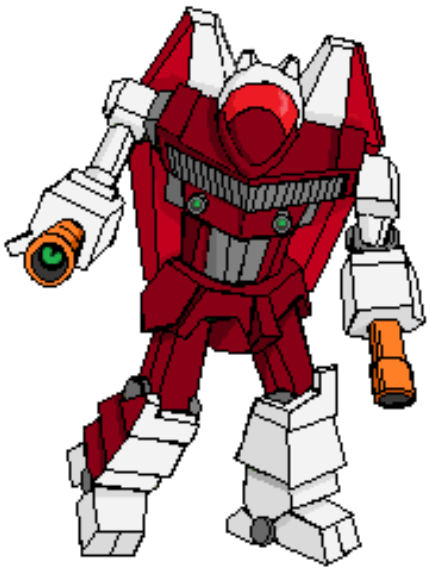
Anyway…

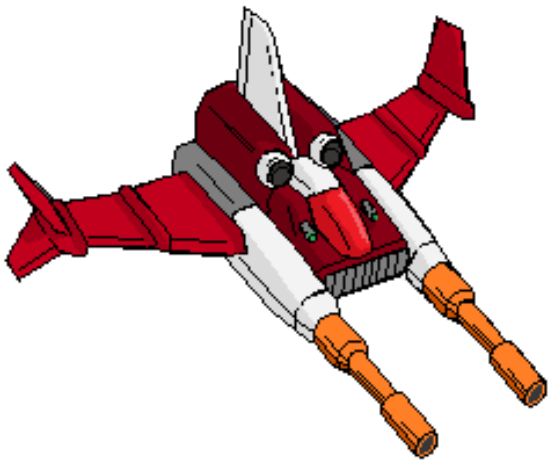
As a light unit, the *Strafer* is average in terms of armor, with a decent payload capacity for weapons, but its mobility is a bit on the slow side. As it happens, though, this merely puts it in the same general "speed class" as most of Syberia's Aerofighter AutoMechs. In its fighter mode, the *Strafer* resembles an Inner Sphere *Sparrowhawk*, and is remarkably agile in atmospheric flight. This enhances the unit's effectiveness in ground support missions and dogfights alike.

Introduced before the global wars escalated, the *Strafer*, found its way into the ranks of the major corporate and baronial factions. Competition from similar AutoMech units built by their native states, such as the Primus Barony's *AeroMech*, and the Conglomerates' *Seeker* series, reduced its prominence sharply even before their factories vanished.

Variant Configurations

We've identified two primary weapons configurations among the *Strafer*s seen in action. One is a dedicated energy boat, good at raking ground targets with laser fire, while a half-ton of extra reaction mass helps it linger a bit longer in the skies. The second variant is armed with SRMs for strike missions.





Type: **Strafer**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Aero		5.5
Engine:	175		7
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Safe Thrust:	5		
Max Thrust:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	11		0
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	10	
Center Torso (rear)		7	
R/L Torso	8	10	
R/L Torso (rear)		5	
R/L Arms	6	10	
R/L Legs	8	10	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Double Heat Sinks	1RA/2LA	9	0
5 Jump Jets	2RT/CT/2LT	5	1.5

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Medium Pulse Laser	RA	1	2
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Fuel (40)	LT	1	0.5
Medium Pulse Laser	LA	1	2
Common Configuration B			
SRM 4	RA	1	2
Ammo (SRM 4) 25	RT	1	1
Ammo (SRM 4) 25	LT	1	1
SRM 4	LA	1	2
ER Small Laser	HD	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Obsolete (3052)

Notable *Strafers*:

***Strafer* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Fire-Strafer	Common (A)	ArtilleryMech	Vet (2/3)	Infantry	Sun Cobra/Sparrow Hawk
Twin-Strafer	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Sun Cobra/Sparrow Hawk
Slug Thrower	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Sun Cobra/Sparrow Hawk

Streaker (Wheeled AutoMech)

Summary

As noted earlier in these reports, I'm sure, our original surveys made a number of sweeping generalizations about the AutoMechs of Syberia, based on quick—and rather limited observations—of them in action. Among such generalizations was an assumption that most of the models we saw were derived from just a few template chassis. Outside of the Terran system, after all, few worlds exist that can produce more than a handful of 'Mech chassis, and most of them require components shipped in from elsewhere. The idea that a long-lost group of Star League-era colonists could so heavily industrialize a system like Syberia that it can produce *hundreds* of distinct 'Mech, vehicle, and aerospace chassis types? How could we have thought otherwise?

Thus it was that, at least originally, we lumped a lot of models into the same unit classes. And one of the most glaring examples of this, of course, is that of what we now call the "*VeeMech* clade," a group of convertible wheeled-type AutoMech classes that we simply assumed were variants of the same core machine. We now know that this group actually consists of four base models: the *Hounder*, *Jack*, *Streaker*, and *VeeMech*. (It's been proposed by some of our team that the *Sounder* also belongs in this clade, but we identified it as a different machine from the start, so I think that's a non-issue.)

Each model in the *VeeMech* clade, as has been noted, is rooted in a classic of Star League design. The *Hounder* is based on the *Wolverine*, the *Jack* has roots in the *Shadow Hawk*, and the *VeeMech* is…well, a much slower *Wolverine*. As for the *Streaker*? This one seems to descend from the *Griffin*.

Another thing that slowed down our progress when it came to differentiating the classes, of course, is the sheer number of these machines which pattern their vehicle mode on civilian cars, much like how the Star League's Rotunda was built to blend into the city street scene. This tendency would have had us adding the *Beetle* class to the *VeeMech* clade, had we not already learned their specs during first contact.

*Streaker*s are quite reminiscent of the classic *Griffin*, sharing even the same mass and performance profile. Even the most common loadout used by these AutoMechs matches that of their progenitor, complete with a detachable "pistol" weapon, and a distinctive, shoulder-mounted missile tube. This gives them superior armor and firepower to most *Beetle*s, while running only slightly slower overland. Heavily favored by the AutoBoP faction (like most of the *VeeMech* clade), *Streaker*s tend to play a role best described as a mix of recon support and front-line soldier.

Variant Configurations

The most common *Streaker* variants we've identified only slightly differ from the *Griffin* in overall capabilities. A pistol-gripped PPC of some type, backed up by some missiles, provide them with respectable firepower, if not quite as good as the original.

Beyond those versions, we've also seen three configurations that make use of ECM suites to scramble enemy sensors, while sporting only one or two ranged weapons.

Finally, there is at least one variant that acts as a dedicated maintenance and damage control unit. Equipped with fluid guns for the administration of fire control foams, water, lubricants, fuel, or corrosives, these maintenance-type *Streaker*s are rarely seen on a battlefield. Instead, they patrol various bases and outposts to keep everything running smoothly, or they serve behind the front as the AutoMech equivalent of paramedics and triage nurses.

Type: **Streaker**
Technology Base: Syberian (Experimental)
Tonnage: 55

Equipment			**Mass**
Internal Structure:			5.5
Conversion Eqpt:	Wheeled		8.5
Engine:	275		15.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Wheeled Cruise MP:	6		
Wheeled Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	144		9
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	18	
Center Torso (rear)		7	
R/L Torso	13	18	
R/L Torso (rear)		6	
R/L Arms	9	14	
R/L Legs	13	17	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER PPC	RA	2	7
LRM 5	RT	1	2
Ammo (LRM 5) 24	RT	1	1
CASE	RT	1	0.5
Common Configuration B			
Snub-Nose PPC	RA	2	6
Streak SRM 2	RT	1	1.5
Ammo (Streak SRM 2) 50	RT	1	1
CASE	RT	1	0.5
Streak SRM 2	LT	1	1.5
Scrambler Configuration A			
ER Large Laser	RA	2	5
Guardian ECM	RT	2	1.5
Lift Hoist	LA	3	3
TAG	HD	1	1
Scrambler Configuration B			
ER PPC	RA	3	7
Flamer	RT	1	1
Guardian ECM	CT	2	1.5
Flamer	LT	1	1
Scrambler Configuration C			
Mech Mortar/2	RA	2	5
Ammo (Mech Mortar 2) 24	RA	2	2
ER Medium Laser	RT	1	1
Guardian ECM	CT	2	1.5
TAG	LT	1	1
Maintainer Configuration			
Fluid Gun	RA	2	2
Ammo (Fluid Gun) 20	RA	1	1
SRM 6	RT	2	3
Ammo (SRM 6) 15	RT	1	1
CASE	RT	1	0.5
Fluid Gun	LA	2	2
Ammo (Fluid Gun) 20	LA	1	1

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Battle Fists, Modular Weapons, Rugged (1), Ubiquitous (Syberia), Jettison-Capable Weapon (Right Hand)
Credit: Giovanni Blasini, for base chassis design

Notable *Streakers*:

***Streaker* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Blue Streaker	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Griffin/Rotunda
Chrome Streaker	Common (A)	Analyzer	Vet (3/5)	Analysis	Griffin/Rotunda
Jazzy	Scrambler (A)	CommandMech	Vet (1/2)	Scout, Officer	Griffin/Rotunda
Metro-Scamp	Scrambler (B)	ReconMech	Reg (2/3)	Scout	Griffin/Rotunda
Prowler	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Griffin/Rotunda
Smoke Streaker	Common (A)	ReconMech	Reg (2/3)	Scout	Griffin/Rotunda
Street Streaker-P	Common (A)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Strike-Streaker	Scrambler (C)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Sunny Streak	Scrambler (B)	ReconMech	Grn (4/5)	Scout	Griffin/Rotunda
Streak-Blocker	Scrambler (B)	NinjaMech	Vet (0/3)	Infantry-AntiMech	Griffin/Rotunda
Streak-Wiper	Maintainer	DoctorMech	Reg (4/5)	Technician-'Mech	Griffin/Armed Ibex SUV

4

Sweeper-C/D (Aerofighter AutoMech)

Summary

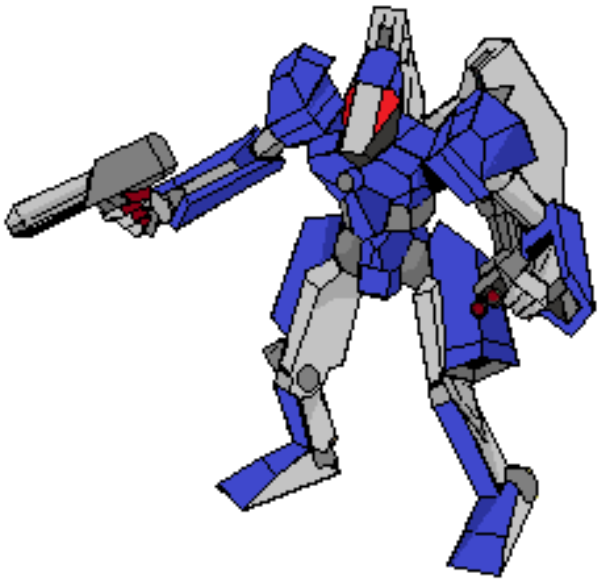
The *Sweeper-C* AutoMech and its drone companions (*Sweeper-D*s) are a DemoCon unit type that almost always operates in concert with corresponding *Cycler*-class AutoMechs. Possibly devised as an upscaled version of the *Sounder*-and-mini-drones concept, the *Sweeper*s are code-linked to each other in what amounts to a modified form of the remote drone control systems seen back in the Inner Sphere. But because the autonomous nature of the Syberian AI system, the controls and bandwidth needed for this drone command system are so minimized that they can be integrated with a unit's ordinary CPUs at a negligible increase in equipment mass. As a result, a single *Sweeper-C* can act as the primary director for a squadron of code-linked *Sweeper-D*s, while also seeing to its own affairs in combat. The simpler *-D* units, meanwhile, possess enough faculties to carry out their commands as independent units, so long as they remain within their designated master's operational range.

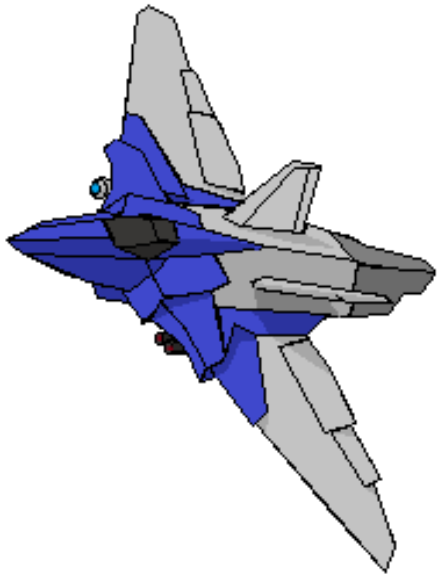
Curiously, while the smaller-scale version of this technology can still result in drones that possess a personality of sorts, this larger scale application does not seem to work the same way. Conversations with *Sweeper-D*s (and *Cycler-D*s, for that matter) thus tend to be dull to the point of uselessness—if they occur at all. In fact, with *Sweeper*s visually appearing so identical to each other as to be indistinct—regardless of their type and combat modes—their level of "chattiness" may be about the only way to distinguish which among them is in charge.

Although the *Sweeper* drones do not have the same conversion-disabling defect as their *Cycler* counterparts, they may still be considered the weaker of the two classes. Built lighter and more compact, while still leaving room for at least one heavy energy weapon, has forced the *Sweeper* chassis to rely on a smaller engine and weaker thrusters than would be ideal for them. The result is a light fighter that can barely keep up with the rest of the DemoCon aerospace force, and is only modestly good at ground-level reconnaissance.

Variant Configurations

For the most part, there appears to be only one payload variant each for the lead *Sweeper*s, and their drones. *Sweeper-C*s carry three extended-range lasers, while *Sweeper-D*s use only a pair of light particle cannons. These all-energy load-outs not only minimize their need for consumable munitions, but also enable them to take part in strafing missions while in fighter mode.





Type: **Sweeper-C/D**
Technology Base: Syberian (Experimental)
Tonnage: 35

Equipment			**Mass**
Internal Structure:			3.5
Conversion Eqpt:	Aero		5.5
Engine:	175		7
Walking MP:	5		
Running MP:	8		
Jumping MP:	4		
Safe Thrust:	4		
Max Thrust:	6		
Heat Sinks (Standard):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	11		0
Armor Factor:	96		6
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	11	10	
Center Torso (rear)		7	
R/L Torso	8	10	
R/L Torso (rear)		5	
R/L Arms	6	10	
R/L Legs	8	10	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
3 Double Heat Sinks	RT/2LT	9	0
4 Jump Jets	2RL/2LL	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Sweeper-C Configuration			
ER Large Laser	RA	3	5
2 ER Small Lasers	LA	2	1
Sweeper-D Configuration			
Light PPC	RA	2	3
Light PPC	LA	2	3

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Improved Communications (-C model only), Jettison-Capable Weapons (Hands), Code-Bonded (-D model only; Unit may only operate within 1,000 km of its designated air-command unit)

Notable *Sweepers*:

***Sweeper* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Sky Sweeper	Sweeper-C	CommandMech	Vet (1/2)	Infantry, Officer	Wasp LAM Mk I (Mech/Fighter)
Sweeper Drones	Sweeper-D	GruntMech	Reg (4/5)	Minimal	Wasp LAM Mk I (Mech/Fighter)

Swooper (Aerofighter AutoMech)

Summary

First observed in the ranks of the DynaBoG faction, where its use of more refined technologies threw into doubt our assumptions about their resource deficiencies, the *Swooper* is a particularly fascinating AutoMech. Although engineered as a jet-powered aerofighter conversion, its visual style is more reminiscent of the DynaBoG's bestial format. Built with distinctly pterasaurian features—complete with an elongated, beaked head structure, bat-style wings that can even flap at low speeds, and a landing form that resembles nothing so much as a perched avian dinosaur—it hardly needs the faux-flesh coverings of the PresiDom and the AxiMaL to be convincing.

Although equal in mass to the *Seeker* series, *Swooper*s use less powerful engines and thrusters, allowing them to divert more tonnage to armor and weaponry. This has produced some tough air combatants as a result, including not only the fire-breathing one actually named "Swooper" (for whom we named the class), but also a dedicated dogfighter/close-air support version, and one that appears to be optimized for melee fighting. Most *Swooper*s, we've since learned, actually appear in the ranks of the DemoCon-aligned PresiDom army, rather than the DynaBoG. This discovery, combined with the unit's more efficient military design standards, has convinced us that those among the DynaBoG forces and elsewhere are defectors or captures taken from the PresiDom side.

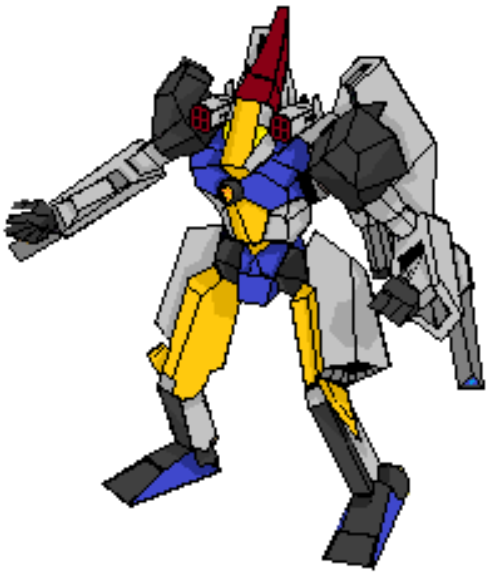
The *Swooper*'s landing system in fighter form, like that of the much lighter *Saker*, is unusual in that it relies on landing struts built to resemble legs. This forces the unit to make all its landings and take-offs using their ventral maneuvering thrusters to minimize the potential for catastrophic damage. But where the *Saker*'s landing legs *are* flimsy enough to break apart during any particularly hard landing, the *Swooper*'s gear is far more robust and shatterproof. The main tradeoff for this, however, is an inability to completely retract the landing legs while in flight, resulting in a fighter form that more closely resembles an armless LAM in AirMech mode.

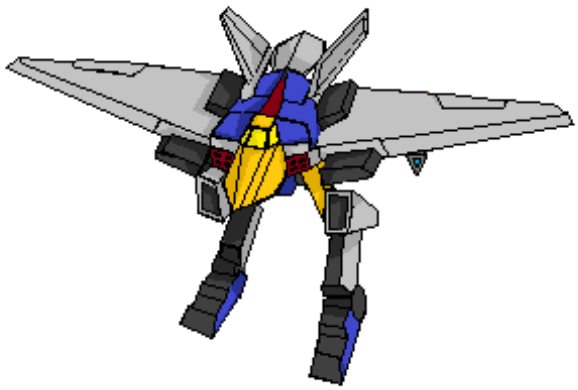
Variant Configurations

There are four known *Swooper* variants we're aware of at present. The Inferno configuration, first observed in use by the DynaBoG named Swooper, features a nose-mounted flamethrower flanked by large lasers and SRMs that can fire standard or incendiary munitions, depending on the mission at hand. (Originally thought to be poorly heat-sunk as a design flaw, it seems that Swooper itself is a downgraded one-off; the vast majority of these AutoMechs use double-strength sinks.)

Dogfighter *Swooper*s carry a heavy LB-X autocannon capable of carrying a ton each of standard and flak rounds, with a trio of lasers for backup. Meanwhile, the Groundraker variant uses paired standard and pulse lasers, along with an ECM suite to scramble hostile electronics. A half-ton of extra fuel enables it to lurk over battlefields a little longer, ready to provide devastating ground support at a moment's notice.

The *Swooper*'s Ripper configuration is an oddity that's much rarer than the other variants. Featuring only a single binary laser cannon for ranged fighting, its hand actuators are replaced by more devastating anti-'Mech claws. Unsurprisingly, these Ripper types are more often seen in BattleMech mode than in flight.





Type: **Swooper**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Aero		7.5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Safe Thrust:	4		
Max Thrust:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	16		0
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	15	
Center Torso (rear)		8	
R/L Torso	12	12	
R/L Torso (rear)		6	
R/L Arms	8	14	
R/L Legs	12	16	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
2 Heat Sinks	RT/LT	6	0
4 Jump Jets	2RT/2LT	4	2

Weapons and Ammo	**Location**	**Critical**	**Mass**
Inferno Configuration			
Large Laser	RA	2	5
SRM 4	RT	1	2
Flamer	CT	1	1
SRM 4	LT	1	2
Ammo (SRM 4) 25	LT	1	1
Large Laser	LA	2	5
Dogfighter Configuration			
LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Medium Laser	RT	1	1
CASE	RT	1	0.5
ER Small Laser	CT	1	0.5
Medium Laser	LT	1	1
Groundraker Configuration			
Large Laser	RA	2	5
Medium Pulse Laser	RT	1	2
Fuel (40)	RT	1	0.5
Guardian ECM	LT	2	1.5
Medium Pulse Laser	LT	1	2
Large Laser	LA	2	5
Ripper Configuration			
Binary Laser Cannon	RA	4	9
Claws	RA	4	3.5
Claws	LA	4	3.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Distracting (Pterodactyl Aero Form)

Notable *Swoopers*:

Swooper **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Swooper	Inferno*	SpecMech	Vet (1/2)	Special Ops	Wasp-1 LAM ('Mech/AirMech)
Wingspread	Dogfighter	ReconMech	AbvAvg (2/2)	Scout	Wolfhound/Wasp-1 LAM AirMech
Wiper	Groundraker	Analyzer	Vet (3/4)	Intelligence	Wasp-1 LAM ('Mech/AirMech)
Bomberking	Inferno	ArtilleryMech	Vet (2/3)	Infantry	Wasp-1 LAM ('Mech/AirMech)
Eviscerator	Ripper	SpecMech	Reg (3/4)	Special Ops	Wasp-1 LAM ('Mech/AirMech)
Terra Soar	Dogfighter	ReconMech	Vet (1/2)	Scout	Wasp-1 LAM ('Mech/AirMech)

*This unit uses standard heat sinks.

Tanker (Tracked AutoMech)

Summary

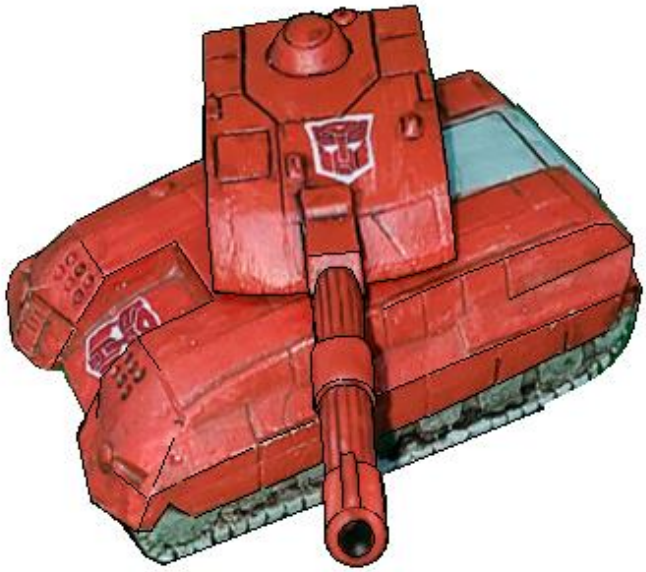
With a third of its fifty-ton mass devoted to weapons and equipment, the *Tanker* AutoMech is a solid, if somewhat unimpressive, middleweight trooper. That is not to say this unit is a pushover, of course. Even though it is half the size of the *Tankus* class, with its arms and legs optimized for close combat, this machine is built for the brawl, even without its guns. A set of tactical sub-systems, capable of rapid battlefield analysis, enables the *Tanker* to act with authority in small formations. While not quite as powerful or comprehensive as the secondary computers on a more dedicated command 'Mech, this built-in feature allows the *Tanker* to assume a degree of control over its squads much like how an infantry sergeant might direct their platoon.

The weapons kit we've seen *Tanker*s using in the field tends to focus most of their potential payload on a single heavy weapon, typically located in a prominent torso mount to accommodate its bulk. This arrangement gives the unit a battlefield silhouette that's hard to ignore, as a massive (and nearly outsized) muzzle juts out from what looks like the very middle of its body. To maintain the widest possible firing arc for this main gun, regardless of the AutoMech's operating mode, it employs the same unusual conversion pattern seen in the *Hammer* class, in which the main gun section and an arm switch places during the transformation process.

*Tanker*s are common units in both the AutoBoP and DemoCon armed forces, and we've even spotted some that bear no clear insignia wandering the less traveled wastes of the Syberian moons. Most of these "feral" *Tanker*s, however, tend to look poorly maintained, and often prove to have no munitions left for their weaponry when confronted.

Variant Configurations

As mentioned earlier, a central theme to the *Tanker* appears to be the mounting of one "big gun" in the torso, with few backup weapons, if any. We have dubbed the two main variants we've seen to date as the Blaster and the Thunder. The Blaster puts all its weaponry allowance into a single Sniper-class artillery cannon (a snub version of the larger artillery piece), while the Thunder variant mounts a heavy LB-X autocannon and a four-tube SRM instead.



Type: **Tanker**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	Tracked		7.5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Tracked Cruise MP:	4		
Tracked Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	18	15	
Center Torso (rear)		8	
R/L Torso	13	12	
R/L Torso (rear)		6	
R/L Arms	9	11	
R/L Legs	13	15	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Tracks	RA/RL/LA/LL	4	0
2 Double Heat Sinks	RA/LA	6	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Blaster Configuration			
Sniper Artillery Cannon	RT	10	15
Ammo (Sniper AC) 10	LT	1	1
CASE	LT	1	0.5
Thunder Configuration			
LB 10-X Autocannon	RT	6	11
SRM 4	CT	1	2
Ammo (LB 10-X) 20	LT	2	2
Ammo (SRM 4) 25	LT	1	1
CASE	LT	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Computer, Battle Fists, Reinforced Legs, Searchlight, Abnormal Conversion (Front Right Torso and Right Arm swap places on Firing Arcs/Hit Location Tables used while in vehicle mode)
Credit: Glitterboy2098, Luciora, and RifleMech, for visual input

Notable *Tankers*:

Tanker **Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
TreadShot	Blaster	ArtilleryMech	Vet (2/3)	Infantry	Rook/Enyo
Warp Tanker	Thunder	ArtilleryMech	Elt (0/0)	Infantry, Officer	Rook/Marsden II
(TCC) Blunter	Blaster	Analysis	Elt (1/2)	Scientist, Officer	Rook/Enyo
Spark Striker	Thunder	ArtilleryMech	Vet (2/3)	Infantry	Rook/Marsden II
TankShot	Thunder	ArtilleryMech	Vet (2/3)	Infantry	Rook/Marsden II

Tankette Drone (Tracked Ultralight)

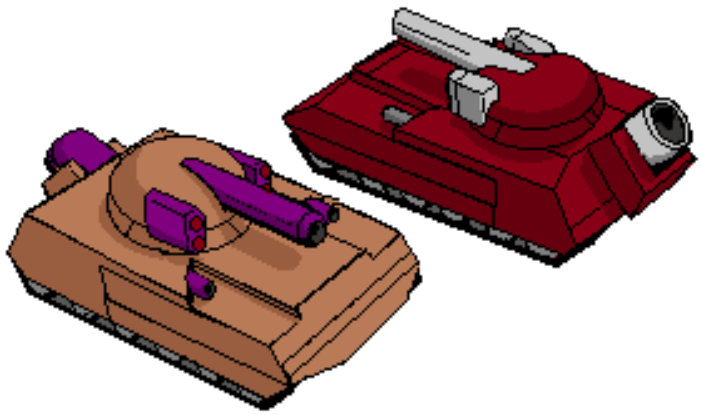
Summary

The Tankette is an example of what we believe to be an early Syberian drone meant for use by *Sounder* class AutoMechs and others like them. Probably developed as a scout, this unit's small-sized, amphibious chassis type allows it to covertly go into places where most other AutoMechs might not, including the interiors of human-scaled buildings and tunnels. As more sophisticated drones like the airborne Spybirds became available, the Tankette's role changed to that of a fire support and ambush unit, often specifically tailored to combat the newer mini-drones. How well they performed such roles is debatable, since walking, battle armor-styled drones have clearly grown to fill that niche far more effectively.

Typically armed with a heavy recoilless rifle, twin two-shot infantry-grade SRM launchers, and twin heavy grenade launchers, the Tankette is well armed for anti-infantry work, and carries half a ton of standard, military-grade armor to boot. But none of that firepower or protection can truly sustain a stand-up fight against anything beyond hostile infantry and other ultralight drones. As such, this unit typically seeks to get in a surprise first shot before then using its ground speed to dart off for cover.

Variant Configurations

To date, we have spotted no specific variations of the Tankette as such. The closest this unit seems to come to alternative armaments, in fact, lies in the range of ordnance that can be used by its extant weaponry. By employing smoke or Inferno rounds instead of standard high-explosive shells, for instance, Tankettes can produce quick and portable cover for fellow drones or spread enough fire to block an enemy's advance entirely.



Type: **Tankette Drone**
Movement Type: Tracked (Small)
Equipment Rating: E/X-X-X/D
Mass: 2 tons

Equipment			**Mass**
Chassis:			683kg
Engine/Controls:	Robotic		348kg
Type	Fusion		
Safe Thrust	5		
Max Thrust	8		
Fuel:	—		0kg
Turret:	None		0kg
Armor Factor (BAR 10):	8		504kg
	Internal Structure	*Armor Value*	
Front:	1	3	
R/L Sides:	1/1	2/2	
Rear:	1	1	

Weapons and Ammo	**Location**	**Slots**	**Mass**
Advanced Fire Control	—	0	16kg
Heavy Recoilless Rifle (20)	Front	1	140kg
2 Infantry SRM 2s (8)	Front	2	140kg
2 Hvy. Grenade Launchers (20)	Front	2	81kg

Crew: None
Cargo: 88kg

Notes: Features Armored and Amphibious chassis modifications. Features the following Design Quirks: Illegal (Syberian Robotics AI), Code-Bonded (Unit may only operate within 100 km of its designated command unit)
Credit: RifleMech for Original Design and Fluff

Notable Tankettes:

Tankette Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Slammer Drone	Standard	ArtilleryMech	Vet (1/2)	Infantry	NA/PathTrack drone
Treader Drone	Standard	ReconMech	Vet (1/2)	Scout	NA/PathTrack drone

Tankus (Tracked AutoMech)

Summary

The *Tankus*-class AutoMech is a special command-grade model that appears to serve primarily with the armies of the DemoCon faction on Syberia, where one in particular—a ruthless, two-toned gray machine named “MechaTankus”—has achieved hyper-elite status and now functions as its faction’s supreme military commander. While this MechaTankus does demonstrate superior tactical and strategic cunning, it is periodically compromised by a tendency to favor brute force over subtlety, a trait that appears frequently—but not universally—throughout units of this class.

Heavily armed and armored, *Tankus*es are truly fearsome battlefield units, regardless of their temperament. Heavy and assault-grade autocannons, extended-range particle cannons, and large LRM racks are commonplace across all known configurations, while many also boast the ability to jump. A few have been known to overdo it, however, such as a PPC-heavy variant known as Galvan Tankus, which has been known to overload its own heat capacity repeatedly in battle, forcing allied units to cover for its periodic shutdowns.

As a command-grade unit, the *Tankus* is, of course, blessed with an abundance of enhanced tactical subsystems and a strategic matrix that helps it process every layer of a major campaign, from logistical needs and troop deployments to constant updates on the physical and meteorological conditions that might affect a given battlefield. All this extra computing power and networking proficiency makes force leadership almost as easy for this AutoMech as walking.

Tankus AutoMechs also feature reinforcements and fine-motor controls that enhance their capabilities in physical combat. This can prove exceptionally brutal if the unit is as elite and well versed in melee fighting as MechaTankus, whose armaments include a four-ton flail, and jump jets seemingly purpose-made for the execution of Death-From-Above attacks.

Variant Configurations

The *Tankus* class is, thankfully, a rare sight even in the ranks of the DemoCon faction that builds and maintains it. One likely reason for this is to avoid power struggles between equally capable units of their strength and power. But it could just as easily be an issue at the manufacturing center they are built at; there’s just no safe way to know at this time.

Even so, we have identified at least four major *Tankus* configurations in service today. Owing to the extent of these variations and customizing standards, most are readily identified by visual cues, regardless of their operating mode.

Even the two Imperial variants (as we’ve designated them) are broadly different in form and function. One is a blocky ’Mech, reminiscent of a *Shootist*, which converts into an Ajax-like assault tank, while the other has the rounded curves of a Star League *Highlander*, and a more distinctive tank mode resembling the Morrigu. Both feature a degree of jumping capability, and favor some of the most devastating weapons available to Syberian tech; with the *Shootist*/Ajax pairing a particle cannon with an ultra-heavy AC, while the *Highlander*/Morrigu brings a triple dose of PPCs to the fight.

A third variant, which we call the Hunter, presents the silhouette of a classic *Cyclops* in its BattleMech mode, while looking more like the M1 Marksman in its tank form. This configuration carries a PPC like both Imperials, but backs it up with enhanced LRM launchers and a host of electronic warfare systems. Unlike the other major variants, though, it cannot jump.

The last variant, which we call the Thunder, carries no particle guns at all, instead committing most of its gun weight to a pair of heavy LB-X autocannons. While sporting a similar *Highlander*-style ’Mech form to the all-energy Imperial, this version looks much more like a Demolisher tank in vehicle form.

Type: **Tankus**
Technology Base: Syberian (Experimental)
Tonnage: 100

Equipment			**Mass**
Internal Structure:			10
Conversion Eqpt:	Tracked		15
Engine:	300		19
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Tracked Cruise MP:	3		
Tracked Flank MP:	5		
Heat Sinks (Double):	10 [20]		0
Gyro:			3
Cockpit:	AutoMech		3
Armor Factor:	296		18.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	31	35	
Center Torso (rear)		20	
R/L Torso	21	27	
R/L Torso (rear)		15	
R/L Arms	17	34	
R/L Legs	21	40	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Tracks	RA/RL/LA/LL	4	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Imperial Configuration A			
ER PPC	RA	3	7
AutoCannon/20	RT	10	14
Jump Jets	CT	2	4
Ammo (AC/20) 10	LT	2	2
CASE	LT	1	0.5
Flail	LA	5	4
Imperial Configuration B			
ER PPC	RA	3	7
ER PPC	RT	3	7
Jump Rocket	RT	2	4
Guardian ECM	CT	2	1.5
Jump Rocket	LT	2	4
ER PPC	LT	3	7
Imperial Configuration C			
ER PPC	RA	3	7
LB 10-X AC	RT	6	11
Jump Jets	CT	2	4
Ammo (LB 10-X) 20	LT	2	2
CASE	LT	1	0.5
Hatchet	LA	7	7
Hunter Configuration			
LRM 15 + Artemis IV	RT	4	8
Ammo (LRM 15) 32	RT	4	4
CASE	RT	1	0.5
Beagle Active Probe	CT	2	1.5
LRM 15 + Artemis IV	LT	4	8
Guardian ECM Suite	LT	2	1.5
ER PPC	LA	3	7
TAG	HD	1	1
Thunder Configuration			
LB 10-X AC	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
Jump Jet	RT	1	2
CASE	RT	1	0.5
LB 10-X AC	LT	6	11
Ammo (LB 10-X) 20	LT	2	2
Jump Jet	LT	1	2
CASE	LT	1	0.5
ER Small Laser	LA	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Tracked 'Mech Conversion), Battle Computer, Battle Fists, Command BattleMech, Cowl, Reinforced Legs, Rugged (2), Searchlight

Notable *Tankuses*:

***Tankus* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Alpha Blitzer	Thunder	ArtilleryMech	Reg (2/3)	Scout	Highlander/Demolisher
Galvan Tankus	Imperial (B)	CommandMech	Vet (1/2)	Infantry, Officer	Highlander/Morrigu
MechaTankus	Imperial (A)	CommandMech	Sup (0/0)	Infantry, Officer	Shootist/Ajax
Shocker	Hunter	Analysis	Elt (1/2)	Scientist, Officer	Cyclops/Marksman M1
Shocktronyx	Hunter	Analysis	Elt (1/2)	Analyst, Officer	Highlander/Marksman M1
StrataTankus	Imperial (C)	CommandMech	Elt (1/1)	Infantry, Officer	Shootist/Ajax

Type T1/T2 Thug Drone (Humanoid MiniMech)

Summary

The Thug Drones (T1 and T2) are a series of bipedal battlesuit-scale robots (AKA MiniMechs) much like the Grunts we've seen operating in the field. But where the latter models were built to approximate the humanoid form, the Thugs' engineers clearly chose to sow terror by giving them more imposing or animalistic body shapes.

While equal in mass to the Grunt series, Thug MiniMechs stand slightly taller and carry slightly more armor than their humanoid counterparts. These units also feature heavy vibro-battle claws as a standard, eschewing the modular adaptors that enable the Grunts to swap out manipulators as necessary. Built as they are for combat only, it seems, the Thug's developers cared little for anything that didn't fit that role in the most potent way possible.

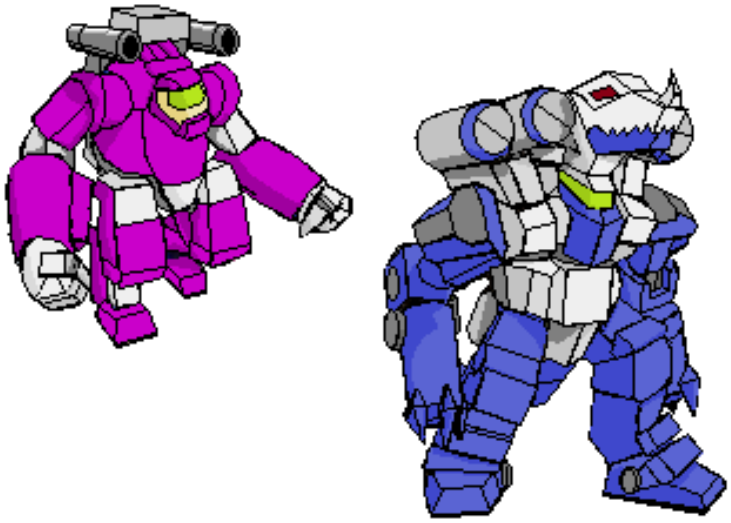
The look of a Thug varies with its configuration and/or the aesthetic choices of its onboard intelligence—which should be quite limited, since they're still code-bonded to a master for many supplemental functions. Some appear as miniaturized prehistoric beasts, while others look more simian in nature. The only real unifying feature between various Thugs, visually speaking, is that they stand and move on two legs, leaving their vibro-clawed hands free to rip and tear.

Thug MiniMechs likely originated with the PresiDom faction, or were jointly developed by the PresiDom and the DemoCon states. This would explain their beastly style, though we've yet to encounter any that have been covered in the pseudo-hides that the Presidential Domains and their AxiMaL enemies are known for.

Variant Configurations

The two Thug drone types we've seen so far come in two flavors of armament. For the T1 configuration, which typically takes on a quasi-reptilian body shape, the weapons consist of a detachable, four-tube SRM that is effectively wrapped around a faux dragon head like a weird collar, plus a pair of machine guns centered within its claws. A stumpy, cosmetic tail even extends from this robot's back to complete its mecha-saurian look.

For the T2 configuration, which generally appears more ape-like, thanks to its extended forearms, a pair of recoilless rifles makes up its offensive power. Additional sensory capabilities housed within this variant enable it to also perform recon missions.



Type: **Type T1/T2 Thug**
Technology Base: AutoMech (Battlesuit)
Mass: 2,000 kg
Swarm/Leg Attack/Mechanized/AP: No/No/Yes/No
AToW BAR Values: 10/9/9/9; E/I/C: 0/0/0

Equipment		**Slots**	**Mass**
Internal Structure:	Robotic		700
Motive System:			
Ground MP:	2		160
Jump MP:	0		0
Manipulators:			
Right Arm:	Heavy Vibro-Claws	60	
Left Arm:	Heavy Vibro-Claws	60	
Armor:	Advanced Standard	5	600
Armor Value:	15 + 1 (CPUs)		

Weapons and Ammo	**Location**	**Slots**	**Mass**
T1 Configuration			
Machine Gun (50)	R. Arm	1	100
Detachable SRM 4 (OS)	Body	3	160
Machine Gun (50)	L. Arm	1	100
T2 Configuration			
2 Light Recoilless Rifles (40)	Body	4	350
Improved Sensors	Body	1	65

Notes: Clan chassis weight used to reflect additional robotic systems. “Trooper” point replaced by “CPUs” to represent the Syberian robotics systems. Features the following Design Quirks: Distracting, Illegal (Syberian Robotics AI, Robotic Battle Armor), Code-Bonded (Unit may only operate within 100 km of its designated command unit)

Notable Thug Drones:

Thug Drone Type	Config.	Function	Skill Grade	Skill Set	’Mech/Vehicle Form
Purple Beast Drone	T2	Communicator	Vet (1/3)	Communications	Ravager BA/None
White Beast Drone	T1	ArtilleryMech	Vet (2/3)	Infantry	Nephilim BA/None

Triad (Emplacement AutoMech)

Summary

Obligatory remark: Emplacement AutoMechs are silly! That said…

The *Triad* AutoMech type demonstrates a peculiar form of the code-bonding system we've seen in many units that function in a drone-like capacity. But the bonding of the *Triad*s, while similar at heart, is not quite the same, as it apparently requires no "master" AutoMech as such. We've since come to recognize this form of digital coordination as a system we now call "team-bonding."

While all of Syberia's autonomous machines can legitimately be considered drones, the presence of their adaptive personality programs manages to blur the line between what constitutes a mindless robot and what can be considered a true artificial intelligence. History records that the first Star League, at its peak, barely crossed that threshold, and some have since argued that even they merely "faked" that accomplishment, given how easily Amaris and his cronies managed to turn the SDS networks against their Terran creators.

Either way, so far as we know, the people who settled Syberia arrived in the CNAZ before that pinnacle of machine intelligence. And yet, not only did they develop an advanced form of self-teaching processor technology, they also found a way to place this smart computing system in all manner of robotic hosts, great and small. And they accomplished all of this while also providing their creations with simulated personas that could almost make one forget they were dealing with a machine.

But, there were still limits on what they could do with it all, especially with smaller hardware packages like their ultra-lights and exoskeleton-derived MiniMechs. For this problem, the "code-bonding" system they devised was especially clever. By enabling their lesser and simpler units to draw on the vaster protocol storage and computing power of a designated "master," the drones could maintain the appearance of functional autonomy and an effective level of on-board processing capacity without overtaxing either machine's functionality.

But, what if two or more fully functional "master" units were code-bonded to each other, sharing their computing processes in the machine equivalency of a telepathic bond? This kind of networking, it turned out, could make for huge advantages among teams of AutoMechs with shared goals and directives—sort of, but not exactly—like a dedicated C3 network. Thus, we believe, was the genesis of the "team-bonding" process.

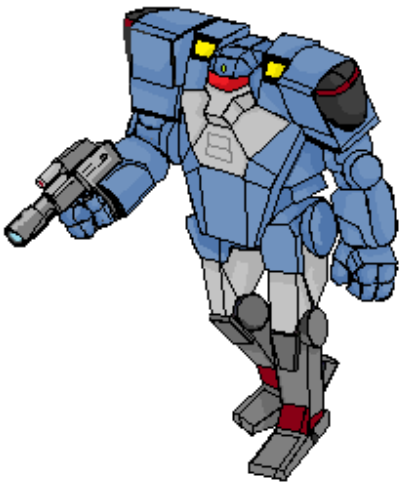
We have since learned that practically every AutoMech model with a full-sized operating system can be "team-bonded" with others with similar faculties. But it wasn't until we had a chance to study the likes of the *Triad* class that we truly noticed the advantages.

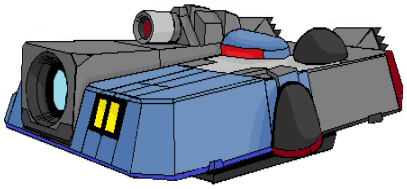
Among the lightest AutoMech frames capable of using a fully actualized Syberian AI control system, individual *Triad*s are little more than canon fodder on their own. Their armor is light, their mobility is lacking in 'Mech mode, and non-existent in turret mode. And yet, each *Triad* possesses top-shelf targeting systems and sensors acute enough to identify hidden threats at close range.

They are also digitally team-bonded from the moment they come online. Moreover, each *Triad* in a bonded threesome is programmed with near-identical personalities, to minimize the chances of intra-unit conflict. The result is an unparalleled level of cooperation between each grouping of three *Triad*s, which can magnify their capabilities in battle. Fighting one *Triad*, therefore, is effectively like fighting three light units at once.

Variant Configurations

As might be expected, there are three distinct *Triad* variants, of which one of each makes up nearly every three-unit group in the field. The result is a combination of energy weapons, electronic warfare systems, and missiles that is surprisingly hard to ignore.





Type: **Triad**
Technology Base: Syberian (Experimental)
Tonnage: 20

Equipment			**Mass**
Internal Structure:			2
Conversion Eqpt:	Emplacement		2
Engine:	100		3
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Emplacement MP:	None		
Heat Sinks (Standard):	10		0
Gyro:			1
Cockpit:	AutoMech		3
Armor Factor:	48		3
	Internal Structure	*Armor Value*	
Head	3	6	
Center Torso	6	6	
Center Torso (rear)		2	
R/L Torso	5	5	
R/L Torso (rear)		2	
R/L Arms	3	4	
R/L Legs	4	6	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RA/RL/LA/LL	4	0
6 Heat Sinks	3RT/3LT	6	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Alpha Configuration			
Snub-Nose PPC	CT	2	6
Beta Configuration			
Light PPC	RA	2	3
ER Small Laser	RA	1	0.5
Beagle Active Probe	CT	2	1.5
TAG	HD	1	1
Gamma Configuration			
Streak SRM 2	RA	1	1.5
Ammo (Streak SRM 2) 50	RA	1	1
Guardian ECM Suite	CT	2	1.5
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, Biped/Emplacement 'Mech Conversion), Improved Sensors, Improved Targeting (All), Searchlight, Team-Bonded (Digitally bonded to two other Triads to form 3-unit teams)

Notable *Triads*:

***Triad* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Deflector-A	Alpha	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*
Deflector-B	Beta	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*
Deflector-C	Gamma	ReconMech	Vet (2/3)	Scout	Hankyu/OroTank*

*Turret only

Tri-Wheeler (Wheeled AutoMech)

Summary

As might be imagined, the *Tri-Wheeler*s of the JUniCom faction are the bigger brothers of the *Bi-Wheeler*s. But while they boast over twice the armor and armament capacity, only about a third of these units are outfitted and fielded as soldiers or scouts. The majority instead serve as lightly armed recovery and repair units, and for this reason, we are inclined to believe that they were originally meant to serve as labor units or dedicated repair 'Mechs, in keeping with what seems to be their faction's original role as a predominantly resource harvesting and industrial recycling operation.

As with other JUniCom units, the vast majority of these trike-wheeled AutoMechs superficially look like ad-hoc affairs, assembled from the scraps and parts of other demolished units. Their faction's wide-tolerance repair and maintenance protocols, nevertheless, has produced whole generations of such machines, which have apparently served for decades—possibly even centuries—in open defiance of all reason and physics.

Compared to most armed AutoMechs, *Tri-Wheeler*s make for poor combatants, owing to their impaired acceleration and bare-bones targeting systems meant for far less dangerous duties. The strange benefits of JUniCom tinker techniques and broad-based design modularity, however, tends to offset these drawbacks. This is perhaps why the AutoMechs of this model tend to have a rather flippant view of their own synthetic mortality. Each one of them claims to feel assured that if—or, more likely, *when*—a *Tri-Wheeler* falls, its persona will almost certainly get recycled anew within the next four to six business days.

"It says so in our extended warranty," many of them like to say. No, really!

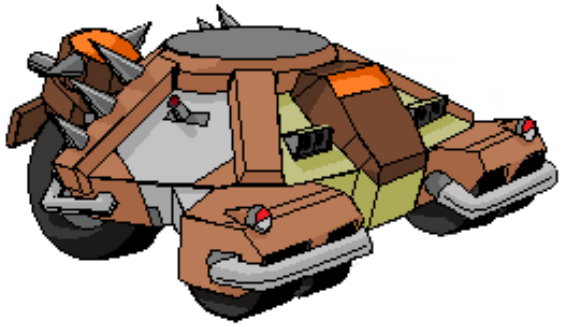
Variant Configurations

The *Tri-Wheeler* variants we've identified can be broken down into three types: One for combat, one for salvage and recovery, and one for repair and maintenance work. While all three types carry a number of lasers, only the combat version generally uses them for battle. The other two tend to employ their beam guns for clearing debris or (semi-)surgically slicing components from inactive machinery.

Combat *Tri-Wheeler*s are easily identified by their spiked hulls and mixed array of lasers and rocket launcher tubes. Although most of these weapons would allow them to keep their enemies out of arm's reach, targeting difficulties often force these units to close in far more than is wise for AutoMechs of their throw weight.

Recovery *Tri-Wheeler*s carry twin small lasers on each forearm, but use these weapons mainly as scalpels to assist in their salvage work. Often called upon to enter Junc's many lightless mine shafts and precarious mounds of broken ship hulls, in search of comrades to rescue, these units commonly sport a "helmet lamp" that is almost comically oversized above their face canopies.

The Maintainer *Tri-Wheeler* is a variant that looks as though it considered becoming a combat model, only to have second thoughts. Like the combat configuration, its body is covered in spikes and laser mounts, but its arms carry BattleMech-scale riveting and welding gear for the purposes of repair, rather than dismemberment.



Type: **Tri-Wheeler**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment		**Mass**
Internal Structure:	Imp. Industrial	6
Conversion Eqpt:	Wheeled	4.5
Engine:	120	4
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Wheeled Cruise MP:	5	
Wheeled Flank MP:	8	
Heat Sinks (Standard):	10	0
Gyro:		2
Cockpit:	AutoMech	3
Armor Factor (Heavy Industrial):	80	5

	Internal Structure	*Armor Value*
Head	3	6
Center Torso	10	10
Center Torso (rear)		6
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arms	5	8
R/L Legs	7	9

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Equipment	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
6 Heat Sinks	3 RT/3 LT	6	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Combat Configuration			
Spikes	RT	1	0.5
Medium Laser	RT	1	1
Prim. Rocket Launcher 10	RT	1	0.5
Medium Laser	CT	1	1
Prim. Rocket Launcher 10	CT	1	0.5
Medium Laser	LT	1	1
Prim. Rocket Launcher 10	LT	1	0.5
Spikes	LT	1	0.5
Recovery Configuration			
2 Small Lasers	RA	2	1
Salvage Arm	RA	2	3
2 Small Lasers	LA	2	1
Mounted Searchlight	HD	1	0.5
Maintainer Configuration			
Rivet Gun	RA	1	1
Ammo (Rivet Gun) 150	RA	1	0.5
Spikes	RT	1	0.5
Small Laser	RT	1	0.5
Medium Laser	CT	1	1
Small Laser	LT	1	0.5
Spikes	LT	1	0.5
Spot Welder	LA	2	1

Notes: No turret in Vehicle Mode; Features Basic Fire Control and the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion), Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Non-Standard Parts, Poor Performance, Ubiquitous (Junc)

Notable *Tri-Wheelers*:

***Tri-Wheeler* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Greaser	Maintainer	DoctorMech	Reg (4/3)	Technician-'Mech	Neanderthal/Odin*
Hazard Mat	Combat	ReconMech	Reg (2/3)	Scout	Neanderthal/Ishtar*
Rumble Dish	Recovery	DoctorMech	Reg (4/3)	Technician-'Mech	Neanderthal/Ishtar*

*The vehicle form of this AutoMech is that of a giant tricycle that resembles a turretless version of the listed vehicle type, operating in reverse.

Twin-Blade (VTOL AutoMech)

Summary

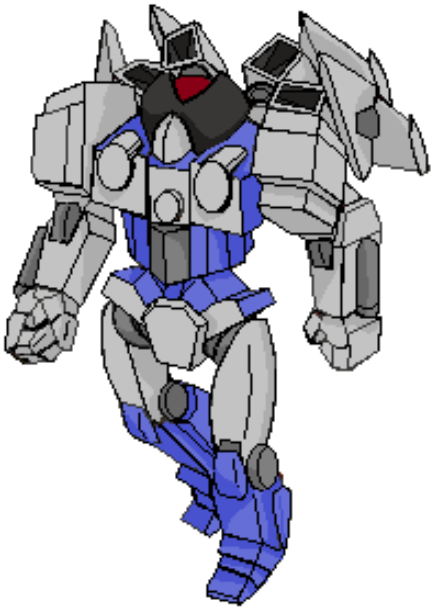
The *Twin-Blade* VTOL AutoMech is rarely seen on the battlefields of Syberia these days, thanks in no small part to being an “orphaned” design. Once produced by a faction known as the Calisian Holds, a baronial state based within and around the heavily wooded South Center Tangles, this unit’s last factories were lost in the mid-2900s. (Evidently, that was when a combined DemoCon-InterSectCon assault on the city of Calis Keep caused a massive, cascading collapse in a great tunnel network beneath the faction capital. This disaster not only crushed the faction’s three largest subterranean manufacturing sites, but caused the entire city above to crumble and sink into the earth. Its surviving AutoMechs were mostly absorbed into the Barony of Primus in the aftermath.)

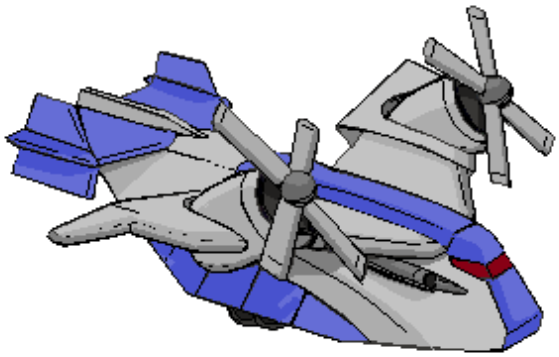
Taking the form of a somewhat modified dual-rotor, tilt-wing aircraft, the *Twin-Blade* presents a rather unique appearance among Syberian war machines. Carrying the most armor its frame can withstand, it’s remarkably tough for its size, but suffers from limited mobility in its BattleMech form. This would seem to make the AutoMech a poor choice for recon missions, were it not for the power of the collapsible rotors in its back. Once the unit shifts to its VTOL mode, these flight systems can attain speeds approaching 130 kilometers per hour.

Improved sensory systems and tactical computing give the *Twin-Blade* an excellent talent for identifying and analyzing enemy positions and units in the field. Unfortunately, criminally limited payload space leaves this model with few options for armament, or the kind of supplemental electronics packages that might enhance its surveillance capabilities.

Variant Configurations

As an endangered class, the *Twin-Blade* has found itself called into the field less and less. This has prompted many AutoMechs of this type to turn toward supporting duties on the home front instead. As a result, the only confirmed *Twin-Blade* version we have at this time is a common variant, which has been armed with little more than a pair of medium lasers.





Type: **Twin-Blade**
Technology Base: Syberian (Experimental)
Tonnage: 30

Equipment			**Mass**
Internal Structure:			3
Conversion Eqpt:	VTOL		4.5
Engine:	120		4
Walking MP:	4		
Running MP:	6		
VTOL MP ('Mech):	5		
VTOL Cruise MP:	8		
VTOL Flank MP:	12		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	104		6.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	10	15	
Center Torso (rear)		4	
R/L Torso	7	10	
R/L Torso (rear)		4	
R/L Arms	5	10	
R/L Legs	7	14	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/CT/2LT	5	5
6 Double Heat Sinks	RA/2RT/LA/2LT	18	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
ER Medium Laser	RA	1	1
ER Medium Laser	LA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Computer, Dual-Rotor Arrangement (VTOL Mode only), Improved Sensors, Obsolete (2980)

Notable *Twin-Blades*:

***Twin-Blade* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Brow Beater	**Common**	**Analysis**	**AbvAvg (3/4)**	**Scientist**	**Ph. Hawk IIC-7/Karnov URT**

VeeMech (Wheeled AutoMech)

Summary

As has now been established with the *Hounder*, *Jack*, and *Streaker*-class AutoMechs, the range of units we originally assessed to be part of the *VeeMech* series is truly epic. With so many rooted in the engineering of classic BattleMechs—often to the point that their modern resemblance is uncanny—and with so many sharing vehicle mode similarities to boot, one can hardly fault our initial impressions. Naturally, a more careful and extensive study cleared up most of our confusion, but not before we gained a whole new appreciation for the extra layers of misdirection built into these AutoMechs by their long-lost creators.

The class we finally applied the *VeeMech* moniker to is almost certainly a close relative of the *Hounder* AutoMech. The two models are built with equal mass, and both present the visual profile of the classic *Wolverine* chassis they likely originated from. But where the *Hounder* is much faster, the *VeeMech* is better protected and way more heavily armed. Indeed, of all the "*VeeMech* clade," this unit is easily the toughest and the most dangerous.

Possibly developed as a defensive unit for remote field posts, the *VeeMech* is built tough enough to operate in harsh environments with minimal access to maintenance facilities. At the same time, a powerful comm system provides this AutoMech a means to better coordinate with allied forces within its theater.

The AutoBoP faction appear to be the only manufacturer of the *VeeMech* class. The *Sounder* might be the DemoCons' answer to this machine, but even if so, they remain outclassed in terms of armor and arms.

A strangely high percentage of *VeeMech*s, we've noticed, possess irascible, and often impatient, personality programming. This trait makes them easier to offend, and often spurs them to combat more readily than most. If any of this model are present on a battlefield, odds are good that they delivered the first shots fired in anger.

Variant Configurations

Of the five main payload variations we've identified for the *VeeMech*, the two most commonplace have some of the most perplexing equipment. The first of these "common" *VeeMech*s is a melee-specialized brawler, which carries a six-ton mace and a four-ton shield, while its ranged combat options rely on a single ultra-class autocannon. The second "common" boasts a particle cannon and SRMs for greater firepower, as well as a Beagle active probe to sniff out hidden threats, but they combine all of this with a ridiculously overfed pair of fluid guns.

The Maintainer variant, a favorite of DoctorMechs, features a large laser as its sole offensive weapon, alongside a complete spread of Star League electronic warfare equipment. But this gear is considered secondary to the AutoMech's salvage arm and other industrial-grade repair devices. Five tons of internal storage enables the option for these *VeeMech*s to deploy smaller drones, but most of them prefer instead to carry vital components and repair supplies.

Compared to the above, the two Striker configurations we've observed may be the most potent of the lot. Both center their firepower on a single heavy autocannon, be it an LB-X flak gun or a high-speed ultra-class. Secondary weaponry on these variants include an extended-range laser, or twin Streak-style SRM launchers.

Type: **VeeMech**
Technology Base: Syberian (Experimental)
Tonnage: 60

Equipment			**Mass**
Internal Structure:			6
Conversion Eqpt:	Wheeled		9
Engine:	180		7
Walking MP:	3		
Running MP:	5		
Jumping MP:	0		
Wheeled Cruise MP:	4		
Wheeled Flank MP:	6		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	200		12.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	20	25	
Center Torso (rear)		14	
R/L Torso	14	20	
R/L Torso (rear)		8	
R/L Arms	10	20	
R/L Legs	14	28	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RL/LL	2	0
Wheels	RA/RL/LA/LL	4	0
3 Double Heat Sinks	RT/2LT	9	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
Mace	RA	6	6
Ultra AC/5	RT	5	9
Ammo (Ultra AC/5) 20	RT	1	1
CASE	RT	1	0.5
Medium Shield	LA	5	4*
Common Configuration B			
ER PPC	RA	3	7
Fluid Gun	RA	2	2
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Beagle Active Probe	CT	2	1.5
Ammo (Fluid Gun) 60	LT	3	3
CASE	LT	1	0.5
Fluid Gun	LA	2	2
Maintainer Configuration			
Large Laser	RA	2	5
Spot Welder	RA	1	2
TAG	RT	1	1
Guardian ECM Suite	RT	2	1.5
Beagle Active Probe	CT	2	1.5
Cargo (5 tons)	LT	5	5
Salvage Arm	LA	2	3
Rivet Gun	LA	1	0.5
Ammo (Rivet Gun) 300	LA	1	1
Striker Configuration A			
LB 10-X AC	RA	6	11
Ammo (LB 10-X) 20	RA	2	2
Streak SRM 4	RT	1	3
Ammo (Streak SRM 4) 25	RT	1	1
CASE	RT	1	0.5
Streak SRM 4	LT	1	3
Striker Configuration B			
Ultra Autocannon/10	RA	7	13
Ammo (Ultra AC/10) 20	RT	2	2
CASE	RT	1	0.5
ER Large Laser	CT	2	5

Notes: No turret in Vehicle Mode; Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/Wheeled Vehicle Conversion). Battle Fists, Improved Communications, Jettison-Capable Weapon (Right Hand; Exception: Maintainer Configuration), Protected Actuators, Rugged (2), Trailer Hitch (Vehicle Mode Only);*Medium Shield reduces this unit's Walking and Cruise MPs by 1 (recompute Running/Flank normally).
Credit: Giovanni Blasini, for the *Hounder* chassis design upon which this is based

Notable *VeeMechs*:

VeeMech Type	Config.	Function	Skill Grade	Skill Set	'Mech/Vehicle Form
Aider-Vee-P	Maintainer	DoctorMech	Reg (3/5)	Technician – 'Mech	Wolverine/MASH Vehicle*
Brawny	Common (B)	ArtilleryMech	Vet (2/3)	Infantry	Wolverine/Striker
Bulk-Vee	Common (A)	ArtilleryMech	Reg (4/5)	Infantry	Wolverine II/Striker
Cross-Vee	Strike (B)	ArtilleryMech	AbvAvg (3/4)	Infantry	Wolverine/Light SRM
Ferro-Vee	Common (B)	ArtilleryMech	Elt (0/0)	Infantry, Officer	Wolverine/MASH Vehicle*
Vee-Back	Common (A)	ReconMech	Reg (3/4)	Scout	Wolverine/Striker
Vee-Picker	Striker (A)	SpecMech	Vet (1/2)	Special Forces	Wolverine II/Prime Mover
Wrenchit	Maintainer	DoctorMech	Vet (1/2)	Tech–'Mech, Officer	Wolverine/MASH Vehicle*

*Shortened vehicle form

Vertol (VTOL AutoMech)

Summary

The *Vertol* is one of only three VTOL-convertible AutoMechs we have seen in the fifty-ton weight category. To date, we have yet to see any Syberian-made helicopter or helicopter-like unit exceed this mass, and have come to understand that this may be due to the limited lifting capacity of their 'Mech-mountable flight systems. And so, it appears that the likes of the *Chopper*, *Vertol*, and *Vespidae* represent the pinnacle of AutoMechs capable of rotor-driven flight. (Given that the Syberians almost certainly achieved convertible aerofighter 'Mechs before they did VTOLMechs, it's easy to wonder why they even bothered. After all, the vectored thrust of aerospace fighters already grants them a vertical takeoff and landing capability, with the added advantage of remaining flight-capable without atmosphere. But questioning the "whys" of Syberian AutoMech designs is a gateway to madness at this stage.)

It doesn't take an engineer to realize that the bigger something is, the slower it goes, especially in the case of those walking engines of war we call BattleMechs. It is this ironclad rule and the limits of portable compact-reactor technology that keeps assault 'Mechs sluggish and ponderous while light scouts routinely run circles around them. But the tonnages that constitute the assault-class range are a sliding scale when you start including other military vehicle types. Among the smallest of those scales is where one finds today's VTOLs, which tend to top out at half the weight of a 'Mech of equivalent weight class.

Why do I bring this up?

Because the *Vertol* is what amounts to an assault-class VTOL in a medium BattleMech's body—and that makes for a dangerous mix…to the *Vertol* itself. To maximize its armor and combat payload, this AutoMech, like every BattleMech in the galaxy—must pay the price in mobility. The result is a 'Mech form that trundles about like a poorly maintained *Atlas*. And while its rotors can bring the *Vertol* up to almost a hundred klicks an hour in its vehicle form, the machine maxes out at barely more than half that on the ground.

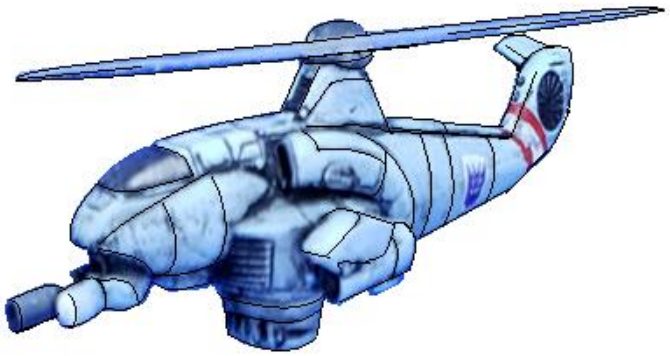
For a medium BattleMech, speeds like that can prove fatal in a pitched fight. The *Vertol* attempts to offset this with the thickest armor it can mount and a host of chassis features that make it particularly effective in a brawl, but if its computerized persona isn't careful, this AutoMech can find itself quickly overwhelmed in a ground fight.

Variant Configurations

Both of most common equipment configurations we've seen for the *Vertol* combine a mixture of lasers, rocket launchers, electronic warfare systems, and a particularly nasty—if questionable—physical attack weapon that looks like it's derived from part of its counter-rotational flight system.

In the case of the first variant, a Guardian ECM suite helps to scramble enemy communications and sensors long enough for the *Vertol* to get close enough to unleash its full firepower against its enemy. The use of smaller weapons, including two paired machine gun mounts, suggests that this version was intended to serve in an anti-infantry capacity.

The second variant drops the ECM and machine guns from its payload and instead carries a selection of lasers much more in line with anti-armor work. While still retaining the rocket tubes and the infantry-eviscerating rotary combine, it uses a Beagle active probe to hunt down any foes that might attempt to hide from its onslaught.



Type: **Vertol**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	VTOL		7.5
Engine:	150		5.5
Walking MP:	3		
Running MP:	5		
VTOL MP ('Mech):	4		
VTOL Cruise MP:	6		
VTOL Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	21	
Center Torso (rear)		10	
R/L Torso	12	15	
R/L Torso (rear)		9	
R/L Arms	8	16	
R/L Legs	12	24	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/2LT	4	4
4 Double Heat Sinks	2RT/2LT	12	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
ER Medium Laser	RA	1	1
2 Machine Guns	RA	2	1
2 Prim. Rocket Launcher 10s	RT	2	1
Ammo (Machine Gun) 100	RT	1	0.5
CASE	RT	1	0.5
Guardian ECM Suite	CT	2	1.5
2 Prim. Rocket Launcher 10s	LT	2	1
Ammo (Machine Gun) 100	LT	1	0.5
CASE	LT	1	0.5
Combine	LA	4	2.5
ER Medium Laser	LA	1	1
2 Machine Guns	LA	2	1
Light TAG	HD	1	0.5
Common Configuration B			
ER Large Laser	RA	2	5
2 Prim. Rocket Launcher 10s	RT	2	1
Beagle Active Probe	CT	2	1.5
2 Prim. Rocket Launcher 10s	LT	2	1
Combine	LA	4	2.5
ER Medium Laser	LA	1	1
ER Small Laser	LA	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Cowl, Improved Communications, Protected Actuators, Rugged (2), Searchlight
Credit: I am Belch II, for visual design.

Notable *Vertols*:

***Vertol* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Sandstormer-Two	**Common (B)**	**ArtilleryMech**	**Elt (1/2)**	**Infantry**	**Jade Hawk/Pinto VTOL**
Blender	**Common (A)**	**ArtilleryMech**	**Reg (3/4)**	**Infantry**	**Jade Hawk/Pinto VTOL**
Blinder	**Common (A)**	**ArtilleryMech**	**Reg (3/4)**	**Infantry**	**Jade Hawk/Pinto VTOL**

Vespidae (VTOL AutoMech)

Summary

The *Vespidae* is a DemoCon-made unit that, like several others, is largely deployed in master-and-drone groups. Named for the way in which its vehicular form resembles nothing so much as a gigantic wasp (*Cazador* was already taken by a PresiDom model), this VTOLMech has been heavily associated with the *Mistress*-class TankMech. As both machines are produced on Tumult, our thinking is that the *Vespidae*s are purpose-built to serve as close air support for the local ground forces.

Like the *Mistress*, most *Vespidae*s actively defend DemoCon operations on the tortured surface of Tumult, where they fly through a hyper-frigid atmosphere comprised mainly of hydrogen, nitrogen, and methane. Also like the *Mistress*, only one of these units, for every thirty or so built, possess a fully activated persona, while the rest serve as their nigh-mindless subordinates.

Strangely, it was only while we were studying this AutoMech model that we came to realize that this kind of master-and-drones strategy exists almost exclusively with the DemoCon faction. To be more specific, while all sides *do* periodically employ MiniMech and ultralight drones in the same way, the use of full-sized units as drones appears to have developed only within the Conglomerate. While DemoCon ranks are filled with far more individualized and/or team-bonded units, we've now come to recognize six models, including the *Vespidae*, as units code-bonded to their own kind at their inception.

Some of us have come to suspect that these code-bound machines were the result of a new concept introduced by the Syberian humans in the final years before their extinction. Possibly reflecting some long overdue "second thoughts" on how much autonomy they truly wanted their 'Mechs to possess, this would have sharply reduced the Conglomerate's population of self-sufficient AIs in their armies, had it been applied state-wide. If true, the failure of the other factions to follow a similar approach could suggest a swifter end to the humans here than previously thought—one brought about by their own robots, desperate to retain their "freedom" in the face of a suddenly distrustful humanity.

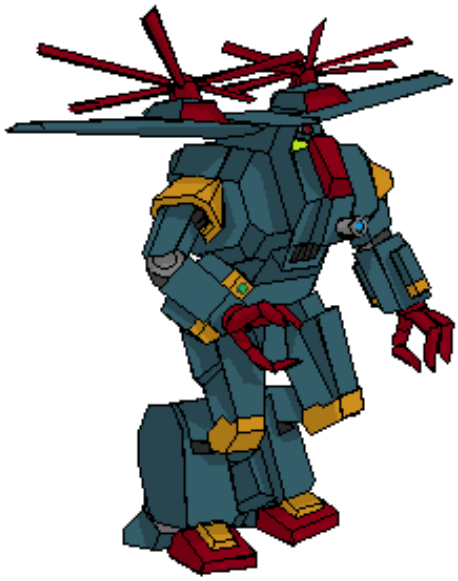
Built as an assault-grade VTOLMech, the *Vespidae* is heavy armored and possesses modest mobility that includes the means to hover in both modes of operation. Were they deployed on Syberia, however, their performance would be only slightly better than that of the *Vertol* class. But on the icy world of Tumult, where the gravity is less than half of Syberia's, these AutoMechs can move twice as fast, on land or in the air.

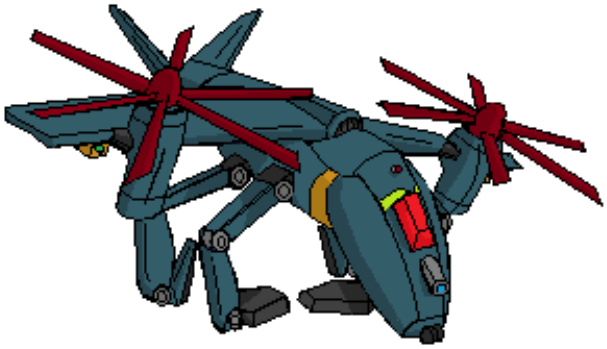
Variant Configurations

Once more, it is the two weapons configurations of these master-and-drone units that lets one know which is which. But these are also systemic differences as well.

Command-level *Vespidae*s are pure energy boats when it comes to their weaponry, with four laser weapons built into their chassis. In addition, these units also receive the kind of tactical subsystems generally reserved for command-level AutoMechs. Combined with superior comm systems, this makes them particularly adept at directing their assigned minions in battle, not to mention coordinating with other allied forces in the field.

Drone-level *Vespidae* units carry only two laser weapons, which back up a central six-tube Streak SRM rack. Lacking the additional tactical intelligence mods of the *Vespidae-C*s, however, these AutoMechs are noticeably lacking in both cleverness and initiative.





Type: **Vespidae**
Technology Base: Syberian (Experimental)
Tonnage: 50

Equipment			**Mass**
Internal Structure:			5
Conversion Eqpt:	VTOL		7.5
Engine:	200		8.5
Walking MP:	4		
Running MP:	6		
VTOL MP ('Mech):	4		
VTOL Cruise MP:	6		
VTOL Flank MP:	9		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	168		10.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	16	20	
Center Torso (rear)		11	
R/L Torso	12	14	
R/L Torso (rear)		10	
R/L Arms	8	16	
R/L Legs	12	24	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/2LT	4	4
2 Double Heat Sinks	RT/LT	6	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Vespidae-C Configuration			
ER Medium Laser	RA	1	1
Large Pulse Laser	CT	2	7
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5
Vespidae-D Configuration			
Medium Pulse Laser	RA	1	2
Streak SRM 6	CT	2	4.5
Ammo (Streak SRM 6) 15	LT	1	1
Medium Pulse Laser	LA	1	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Dual-Rotor Arrangement (VTOL Mode Only), Command BattleMech (Vespidae-C Only), Improved Communications; Code-Bonded (Vespidae-D Only; Unit may only operate within 100 km of its designated command unit)

Notable *Vespidaes*:

***Vespidae* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Black Roc	Vespidae-C	CommandMech	Elt (0/0)	Spec Ops, Officer	Flamberge/Tonbo Superheavy Transport
Vespidae-D Drone	Vespidae-D	GruntMech	Reg (4/5)	Minimal	Flamberge/Tonbo Superheavy Transport

Whirly (VTOL AutoMech)

Summary

The *Whirly* VTOL AutoMech is a unit that is deceptively tough for its size, but pays for that resilience in the form of limited ground speed and firepower capacity. Fortunately, though, the miracle of Syberia's unique 'Mech-mountable rotary flight systems manages to practically erase the mobility issues once the machine becomes airborne.

The Syberian rotary flight systems for 'Mechs is not terribly different, in principle, from the vectored-air thrust used in VTOL-style battle armor. Although referred to constantly as rotors, some AutoMechs achieve the same mobility via ornithopter-style wings, while others use enclosed air-thrust turbines. But most rise and fly using reinforced rotor blades powerful enough to consistently achieve stabilized flight for any BattleMech weighing fifty tons or less. As these systems all draw power from the same reactor that provides the 'Mech with its baseline ground movement, the maximum amount of lift and speed—per ton of rotary-lift equipment—can be nearly as high or as fast as the same unit could effectively run on even ground. If the AutoMech assumes its more aerodynamic vehicular form, this aerial mobility dramatically increases, often by more than 200 percent! The *Whirly* takes maximum advantage of this technology.

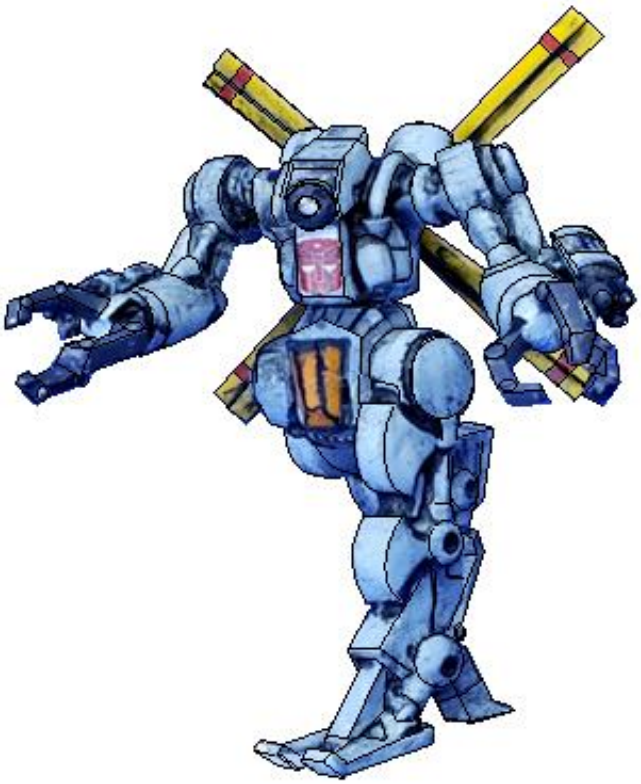
*Whirly*s show up in both the AutoBoP and DemoCon faction militaries—and typically do so in their helicopter modes, streaking through the skies at over 150 kph, with lasers flashing. Although built to take a pounding, and to operate for extended periods with little maintenance, most of these AutoMechs prefer a blitzkrieg approach to warfare as a matter of self-preservation. The brashest among them may land to engage in some good old-fashioned fisticuffs, but given their overall capabilities, they generally don't linger on the ground for too long if outnumbered or outmassed.

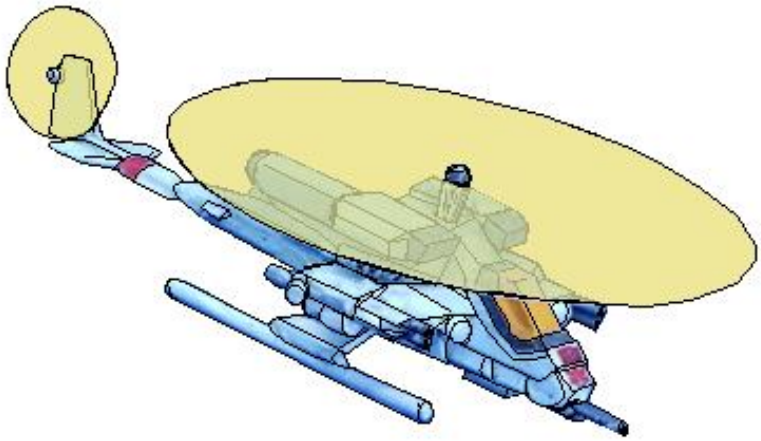
Variant Configurations

The two *Whirly* variants we've seen in action are equally popular on both sides of the greater Syberian conflict and can be considered common enough.

The first version we noted operates as a flying laser-boat, with twin medium-range lasers in each arm, and a compact TAG system mounted in a faceplate that seems almost entirely featureless otherwise. Between its Beagle-type active probe and the *Whirly*'s superior-quality comm systems, this AutoMech could serve as a spy or an artillery-guiding bloodhound with equal alacrity.

The other variant, by comparison, carries fewer lasers and dispenses with the target acquisition gear, favoring instead the rolling thunder of multiple rocket launcher tubes. Guardian countermeasures, in place of the Beagle probe, allow this *Whirly* type to conceal its presence and blockade enemy electronics until it's ready to strike.





Type: **Whirly**
Technology Base: Syberian (Experimental)
Tonnage: 45

Equipment			**Mass**
Internal Structure:			4.5
Conversion Eqpt:	VTOL		7
Engine:	180		7
Walking MP:	4		
Running MP:	6		
VTOL MP ('Mech):	6		
VTOL Cruise MP:	9		
VTOL Flank MP:	14		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	152		9.5
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	17	
Center Torso (rear)		10	
R/L Torso	11	12	
R/L Torso (rear)		10	
R/L Arms	7	14	
R/L Legs	11	22	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Rotors	2RT/2CT/2LT	6	6
3 Double Heat Sinks	RT/LT/LA	9	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration A			
2 ER Medium Lasers	RA	2	2
Beagle Active Probe	RT	2	1.5
2 ER Medium Lasers	LA	2	2
Light TAG	HD	1	0.5
Common Configuration B			
ER Medium Laser	RA	1	1
2 Prim. Rocket Launcher 10s	RA	2	1
Guardian ECM Suite	RT	2	1.5
2 Prim. Rocket Launcher 10s	LA	2	1
ER Medium Laser	LA	1	1
ER Small Laser	HD	1	0.5

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI, BattleMech/VTOL Vehicle Conversion), Battle Fists, Improved Communications, Rugged (1)
Credit: Luciora, for visual design.

Notable *Whirlys*:

***Whirly* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Storm Bird	Common (B)	ArtilleryMech	Reg (3/4)	Infantry	Hyena/Balac Helicopter
Whirly Bird	Common (A)	SpecMech	Vet (1/2)	Special Forces	Hyena/Balac Helicopter
Spinner	Common (B)	ReconMech	AbvAvg (2/3)	Scout	Hyena/Balac Helicopter
Topper	Common (A)	ArtilleryMech	Reg (3/4)	Infantry	Hyena/Balac Helicopter

Winger (Aerofighter AutoMech)

Summary

Given their limited numbers, we suspect that the *Winger* AutoMech is another of Syberia's "orphaned" designs, but have yet to confirm that this line is, in fact, no longer in active production. We first saw examples of this convertible aerofighter unit through long-range telescopes, engaged in a brief dogfighting skirmish over one of Nimbus's moons. There, two of these *Stuka*-like fighters, bearing what seemed to be AutoBoP livery, were engaged by a trio of DemoCon *Seeker*s. Despite being outnumbered, the *Winger*s fared admirably against their enemy, dispatching two *Seeker*s before one of their number was shot down. The surviving AutoMechs, both trailing debris, disengaged soon afterward. This, according to our local AutoBoP guides, was just a "typical day over Numbus."

Days later, we got our first close look at the AutoBoP "*Stuka*s," and were a bit surprised to learn they were much smaller than they first appeared. While none of the dogfighting craft switched modes during their battle, the *Winger*s we saw undergoing repairs down on that moon (Neosa, the locals called it) were observed in both their BattleMech and fighter modes.

Eventually scoring an interview with one of these AutoMechs, which identified itself as Storm Winger, we learned from it that the DemoCons in their region regularly sent squads of *Seeker*s against them in an effort to test their defenses. These "tests," Storm Winger told us, had been ongoing for the last nine decades, at which point we were informed that the local DemoCons clearly had "no talent for proper science."

What then followed was a conversation in which my team soon began to realize we were dealing with a robot programmed to be a condescending blowhard.

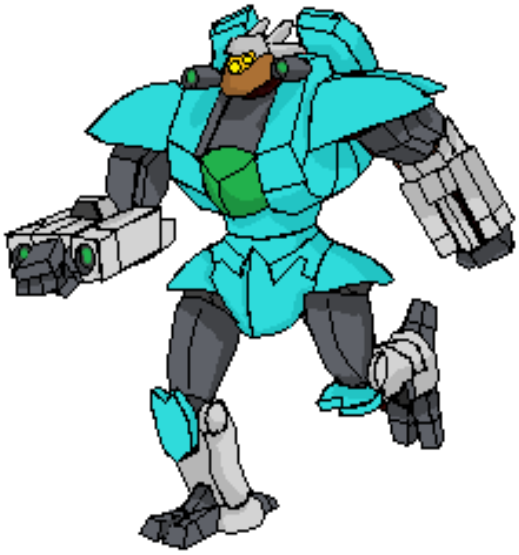
What we ultimately learned about the *Winger* class of AutoMechs is that, while slightly lighter and slower in flight than the *Seeker*, the former carried slightly more armor and firepower than the latter. Storm Winger waxed poetic about its superior computing power and refined sensory apparatus, while also extolling its own specialty in engineering systems.

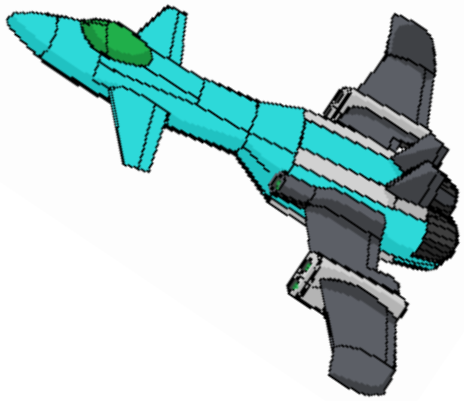
It was only after a good twenty minutes of having our ears gnawed off via the AutoBoP's radio chatter that our guide 'Mech realized our distress and led us away, but even as we went, Storm Winger prattled on, using a lot of words to say surprisingly little of substance.

Variant Configurations

The rarity of the *Winger* AutoMech being what it is, we only know of one equipment load used by this class. Sporting a Star League-quality active probe system (for science!), the *Winger* is meant to be as much a scout as it is a short-range interceptor. Six medium-sized lasers are crammed into its airframe, mixing extended-range and pulse beams to improve their raw damage potential. When one of my team sardonically asked what scientific value those lasers had for an engineer of Storm Winger's obvious skill, the AutoMech gravely answered "high-intensity stress testing of DemoCon armor alloys."

We're still not sure if it was trying to be glib, or menacing.





Type: **Winger**
Technology Base: Syberian (Experimental)
Tonnage: 45

Equipment			**Mass**
Internal Structure:			4.5
Conversion Eqpt:	Aero		7
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Safe Thrust:	5		
Max Thrust:	8		
Heat Sinks (Double):	10 [20]		0
Gyro:			2
Cockpit:	AutoMech		3
Fuel:	80		0
Structural Integrity:	14		0
Armor Factor:	128		8
	Internal Structure	*Armor Value*	
Head	3	9	
Center Torso	14	16	
Center Torso (rear)		7	
R/L Torso	11	14	
R/L Torso (rear)		6	
R/L Arms	7	14	
R/L Legs	11	14	

Fixed Components	**Location**	**Critical**	**Mass**
Avionics	RT/LT/HD	3	0
Landing Gear	RT/CT/LT	3	0
2 Double Heat Sinks	RT/LT	6	0
5 Jump Jets	2RL/CT/2LL	5	2.5

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
2 ER Medium Lasers	RA	2	2
Medium Pulse Laser	RT	1	2
Beagle Active Probe	RT	2	1.5
Medium Pulse Laser	LT	1	2
2 ER Medium Lasers	LA	2	2

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI), Atmospheric Flyer, Combat Computer, Improved Sensors

Notable *Wingers*:

***Winger* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Storm Winger	Common	CraftsMech	Elt (0/4)	Engineer	Goshawk II/Stuka

Wolfhunter (Hover AutoMech)

Summary

Although its BattleMech mode is nearly identical in appearance to that of the *Triad* EmplacementMech, the AutoMech chassis type we call the *Wolfhunter* is radically different in many ways. Chief among these differences is the machine's mobility, as its alternate form is that of a speedy hovercraft, rather than a stationary turret.

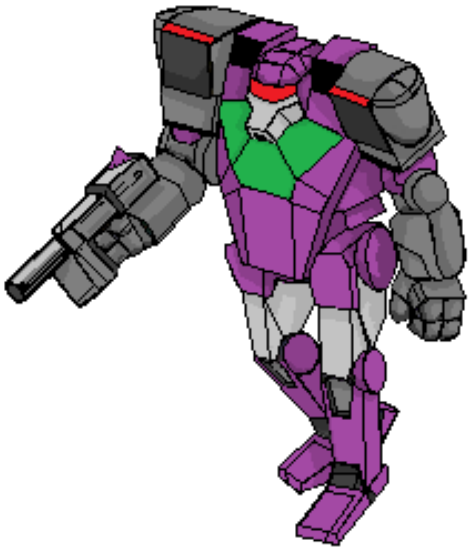
*Wolfhunter*s are favored by the DemoCons, who tend to deploy them as basic urban patrol units within their home territories. In such a capacity, most of these machines operate in pairs, mimicking the classic partnership tactics of civilian police. But whether this is an indication of their prewar function, or an evolution of their development necessitated by the constant infiltration of warring factions, is anyone's guess.

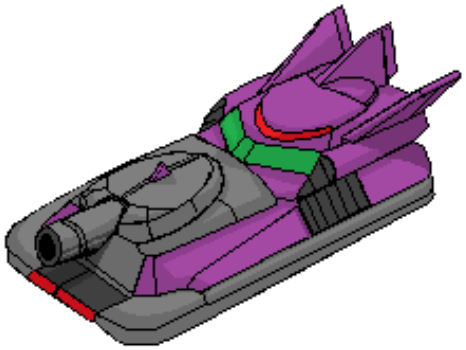
Thanks in no small part to their similarities, it is nearly impossible to describe the *Wolfhunter* without comparing it to the *Triad*. Both AutoMechs not only look alike in 'Mech mode, they possess near identical performance in terms of raw speed and flexibility. Likewise, both machines tend to possess limited armament, with the *Wolfhunter* boasting only two more tons of payload capacity over the *Triad*, despite weighing twice as much as its EmplacementMech doppelganger. When it comes to resiliency, however, the *Wolfhunter* beats the *Triad* hands down, with over twice as much armor protecting its frame against hostile fire. This, combined with the far superior mobility of its hovercraft mode, is what makes the *Wolfhunter* a much better combatant, even without the more sophisticated electronics found on most *Triad*s—to say nothing of their lack of the latter's code-bonded processing.

That the *Wolfhunter* and the *Triad* are related designs, despite their differences, goes almost without saying. Given that both units are especially common to the DemoCon faction, and are often assigned to work in mixed formations to collectively watch over their densest urban ruins, we can safely presume that they both originate from DemoCon-held manufactories. Undoubtedly, the two machines feature enough structural similarities to allow for extensive parts-sharing between them. This would make it easier to scavenge and repair units damaged after a major enemy offensive.

Variant Configurations

Despite their common nature—or maybe even because of it—*Wolfhunter*s don't seem to feature much differentiation between units. All of the very few variants we've spotted (that did not turn out to be misidentified *Triad*s), are believed to be one-off refits produced through field repairs and cannibalization.





Type: **Wolfhunter**
Technology Base: Syberian (Experimental)
Tonnage: 40

Equipment			**Mass**
Internal Structure:			4
Conversion Eqpt:	Hover		6
Engine:	200		8.5
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Safe Thrust:	7		
Max Thrust:	11		
Heat Sinks (Standard):	10		0
Gyro:			2
Cockpit:	AutoMech		3
Armor Factor:	120		7.5
	Internal Structure	*Armor Value*	
Head	3	8	
Center Torso	12	16	
Center Torso (rear)		6	
R/L Torso	10	14	
R/L Torso (rear)		5	
R/L Arms	6	12	
R/L Legs	10	14	

Fixed Components	**Location**	**Critical**	**Mass**
Conversion Gear	RA/RL/LA/LL	4	0
Hover Fans	RA/RL/LA/LL	4	0
Heat Sinks	RT/CT/LT	3	0

Weapons and Ammo	**Location**	**Critical**	**Mass**
Common Configuration			
Autocannon/5	RA	4	8
Ammo (AC/5) 20	RA	1	1

Notes: Features the following Design Quirks: Illegal (Syberian Robotics AI)

Notable *Wolfhunters*:

***Wolfhunter* Type**	**Config.**	**Function**	**Skill Grade**	**Skill Set**	**'Mech/Vehicle Form**
Wolfhunter	Common	GruntMech	Reg (4/5)	Minimal	Hankyu/Saladin Hovertank

Technical Supplement: Non-'Mech AutoMechs DropShips and Support Vehicles

It should go without saying by now that the people of Syberia so loved their autonomous simulated intelligence systems that they were eager to install the technology in just about everything. This whole report, after all, has shown that they possessed an obsessive talent for robotics that ultimately produced everything from battlesuit-scaled MiniMechs and ultralight drones to BattleMechs and convertible vehicle-'Mech hybrids—*all* of which featured this very kind of self-sufficient thinking tech.

It should, therefore, come as no surprise whatsoever that they didn't stop there. Not when there are so many other, non-'Mech machines so ripe for this type of auto-mechanization. And, of course, they didn't. To them, apparently, just about anything that could move under its own power (and many things that *couldn't*) was a good candidate for their life-like smart technology. Cars, aircraft, seacraft, shuttles, interplanetary vessels, and even satellites and space stations—the Syberians saw fit to automate everything, if it was big enough.

The following specs detail just a few large-scale examples of these "Non-'Mech AutoMechs" (NMAs).

Leopard-E (AutoMech DropShip)

[**NOTE:** Many of the DropShips we've seen at work in the Syberian system are, apparently, descended from those of first Star League vintage. For this reason, we're identifying their craft using the names of these legacy ships. Since they are also enhanced by Syberian modifications, we've added "-E," to differentiate them.]

This AutoMech-enhanced *Leopard* appears visually similar to the classic DropShip of the same name. But, like all vessels meant for the transport of AutoMechs, its interior is hollow, resembling nothing so much as a single, giant hangar. What might have been its cockpit section has been replaced entirely by automated systems that take up only half the physical space and resides in a partially walled-off space along the ship's foremost bulkhead. Aftward, the engineering section is also walled off, with an access door barely large enough for a 'Mech to move through. Otherwise, the ship is just one massive room large enough to fit ten of the heaviest standard-sized AutoMechs wall-to-wall.

Other than the cavernous interior layout, this vessel is basically just an AI-controlled *Leopard* with its 'Mech cubicles removed. The Syberian AutoMechs use these vessels frequently for sub-orbital flights, courier runs, and the like.

Tech Base: Syberian
Mass: 1,900 tons
Dimensions (L/W/H): 80m x 45m x 25m
Fuel: 155 tons (5,600 points)
Tons/Burn-day: 1.84
Thrust (Safe/Max): 4/6
Heat Sinks: 70 (140)
Structural Integrity: 10

Armor (Capital – Standard, 45 tons)
Fore: 20
Sides: 18
Aft: 16

Cargo
Bay 1 (4 Doors): Cargo (1,000 tons)

Lifeboats/Escape Pods: None
Crew: None (Autonomous)
Ammo: LRM-20 (72)

Weapons:		Capital Attack Values (Standard)				
Arc (Heat) Type	**Heat**	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (45 Heat)						
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
1 LRM-20+Art IV (24 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
3 Medium Lasers	9	2 (15)	—	—	—	Laser
RW/LW (28 Heat)						
1 LRM-20+Art IV (24 rounds)	6	2 (16)	2 (16)	2 (16)	—	LRM
2 Large Lasers, 2 Medium Lasers	22	3 (26)	2 (16)	—	—	Laser
Aft (14 Heat)						
1 Large Laser, 2 Medium Lasers	14	2 (18)	1 (8)	—	—	Laser

Notable Leopard-Es:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Skylinker-One	Transport	Vet (2/4)	Comms, Officer	*Broadsword* DropShip	Replace ER PPCs with Binary Lasers; Drop 4 Double Heat Sinks
Star Train Beta	Transport	Vet (1/2)	Scout	*Broadsword* DropShip	

Achilles-E (AutoMech DropShip)

Despite bearing the outward appearance of a full-blown WarShip, this AutoMech-enhanced DropShip is, structurally and fundamentally, a clear descendant of the venerable *Achilles*-class. Produced at shipyards orbiting the outermost Syberian world of Omnikra, this vessel type serves the DemoCon faction almost exclusively as a combination attack ship and 'Mech transport. (To be fair, though, one could say that *all* AutoMech DropShips in current service can be considered 'Mech transports.) While its five-kiloton mass at optimal load is slightly larger than the original *Achilles*, this DropShip is only slightly slower, with a sturdier, more heavily armored hull. At the same time, its onboard firepower resembles that of the *Achilles* upgrades that appeared in the mid to late 3050s, which streamlined much of the original's mixed-size autocannon and missile batteries to simplify logistics.

A few maintenance decks remain in place on this ship that may once have been intended for human use, but otherwise, this "*Achilles-E*" employs the same "open concept" interior arrangement as most other AutoMech DropShips. A small, walled off cockpit section in front houses the main AI and control systems, while the main engineering section is walled off toward the aft. The rest of the interior thus becomes a giant bay, large enough to accommodate up to sixteen average-sized AutoMechs in BattleMech mode, with minimal sectioning and an abundance of strapping or cable-netting to secure cargo and "passengers" alike. Drop-down bulkheads can seal off parts of this bay for added security in the event of boarding actions, but this would likely be eschewed by any ships running at full capacity.

Tech Base: Syberian
Mass: 5,000 tons
Dimensions (L/W/H): 135m x 55m x 50m meters
Fuel: 300 tons (9,000 points)
Tons/Burn-day: 1.84
Thrust (Safe/Max): 7/11
Heat Sinks: 148 (296)
Structural Integrity: 20

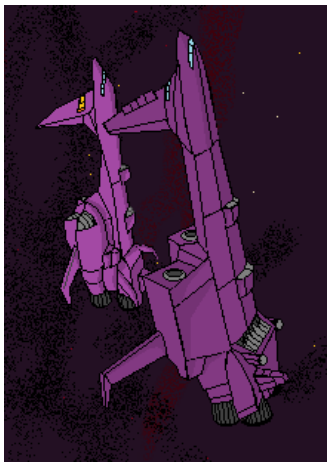
Armor (Capital – Standard, 90 tons)
Fore: 40
Sides: 35
Aft: 34

Cargo
Bay 1 (6 Doors): Cargo (1,600 tons)

Lifeboats/Escape Pods: None
Crew: None (Autonomous)
Ammo: LRM-20 (120), Gauss (64), LB 10-X (240)

Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard) Short	Medium	Long	Extreme	Class
Nose (74 Heat)						
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW (37 Heat)						
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC
2 Gauss Rifle (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW Aft (53 Heat)						
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC
3 LB-10X AC (120 rounds)	6	2 (18)	2 (18)	—	—	LB-X AC
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
Aft (20 Heat)						
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse



Notable Achilles-Es:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Avenger Alpha	Assault Ship	Elt (0/1)	Infantry, Scout	*Kigamure* WarShip	
Redemption Beta	Assault Ship	Reg (4/5)	Infantry	*Conqueror* WarShip	

Titan-E (AutoMech DropShip)

The AutoMech-enhanced version of the *Titan*-class DropShip obviously derives from the original Star League model, and not its Clan-made successor. And yet, its external appearance more closely resembles the Clan's version of the *Black Lion* WarShip. As usual, don't expect us to understand why.

This AxiMaL-made ship is odd, in that it exists at all; due in no small part to their foundation as the security force for a single eco-preserve on Syberia, the AutoMechs of that faction rarely have any call to leave their territory, let alone the planet. And yet, this converted fighter-carrier DropShip—which also happens to outmass and outgun the DemoCon *Avenger-E*—is clearly configured for transport and deployment on an interplanetary basis. It even features two dozen dedicated BattleMech-scale service bays in which units can be parked, stored, repaired, and fitted for combat drops. This is a curious departure from the normal, open-hull architecture seen in so many other AutoMech DropShips (although this ship has that feature as well).

At full capacity, the *Titan-E* class can carry half a regiment worth of 'Mechs, and drop all of them from orbit within less than fifteen minutes' time.

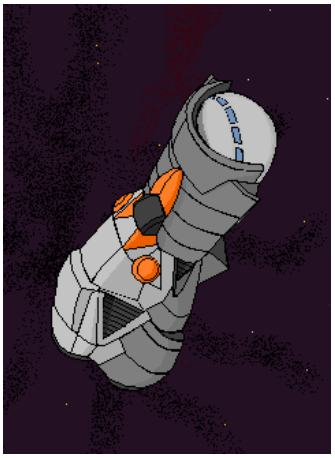
Tech Base: Syberian
Mass: 12,000 tons
Dimensions (L/W/H): 250m x 165m x 52m
Fuel: 480 tons (13,500 points)
Tons/Burn-day: 1.84
Thrust (Safe/Max): 5/8
Heat Sinks: 195 (390)
Structural Integrity: 20

Armor (Capital)
Fore: 28
Sides: 29
Aft: 22

Cargo
Bay 1 (2 Doors): Cargo (3,030 tons)
Bay 2 (3 Doors): 'Mechs (12)
Bay 3 (3 Doors): 'Mechs (12)
Lifeboats/Escape Pods: None
Crew: None (Autonomous)
Ammo: Gauss Rifle (128), LRM-20 (108)

Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard) Short	Medium	Long	Extreme	Class
Nose (77 Heat)						
3 Gauss Rifles (48 rounds)	3	5 (45)	5 (45)	5 (45)	—	Autocannon
3 LRM-20+Art IV (36 rounds)	18	5 (48)	5 (48)	5 (48)	—	LRM
4 ER Large Lasers	48	3 (32)	3 (32)	3 (32)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW (46 Heat)						
2 Gauss Rifles (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW Aft (32 Heat)						
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
Aft (21 Heat)						
1 Gauss Rifle (16 rounds)	1	2 (15)	2 (15)	2 (15)	—	Autocannon
2 LRM-20+Art IV (24 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse



Notable *Titan-Es*:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Axiom	Assault Ship	AbAv (2/3)	Scout	*Black Lion* WarShip	

Triumph-E (AutoMech DropShip)

Unlike the AxiMaL *Titan-E*, the *Triumph-E* is not so strange a sight in the hands of the AxiMaL's chief rivals in the PresiDom faction. The PresiDoms are no more anchored to the defense of one part of one world than any other faction, and so the need for interplanetary transportation just doesn't seem as out of place for them. But, then again, maybe we didn't take in the whole picture when we first saw the *Titan-E*s. Perhaps it is simply because the *Triumph-E* exists that the AxiMaL version does as well—making that vessel more a product of a DropShip arms race, than it is a quirky development.

Whatever the case, the AutoMech-enhanced version of *Triumph* features the same basic capabilities as the *Titan-E*, albeit on a smaller and slower scale. Like the *Titan-E*, this ship boasts both a large hangar-bay interior and BattleMech cubicles alike, while also carrying weaponry on par with other Syberian assault DropShips like the *Achilles-E*.

The *Triumph-E* is highly streamlined, to the point that it visually resembles a giant fighter more than it does the troop carrier it descends from. But while its hull is larger, tougher, and faster than its progenitor, it remains markedly inferior to the AxiMaL *Titan-E* in almost every way. Its smaller 'Mech services bay can only accommodate a single company's worth of standard AutoMechs, and with only two egress ports, its hot-drop capacity requires nearly half an hour to deploy the lot of them. Counting its main cargo bay, the ship can haul up to four full companies, which is six 'Mechs fewer than the *Titan-E*.

Tech Base: Syberian
Mass: 9,000 tons
Dimensions (L/W/H): 135m x 120m x 40m
Fuel: 500 tons (15,000 points)
Tons/Burn-day: 1.84
Thrust (Safe/Thrust): 4/6
Heat Sinks: 117 (234)
Structural Integrity: 16

Armor (Capital – Standard, 72 tons)
Fore: 27
Sides: 26
Aft: 21

Cargo
Bay 1 (2 Doors): Cargo (3,600 tons)
Bay 2 (2 Doors): 'Mechs (12)
Bay 3 (1 Door): Cargo (84 tons)

Lifeboats/Escape Pods: None
Escape Pods: None
Crew: None (Autonomous)

Ammo: LRM-20 (120), Gauss (64)

Weapons:		**Capital Attack Values (Standard)**				
Arc (Heat) Type	**Heat**	**Short**	**Medium**	**Long**	**Extreme**	**Class**
Nose (44 Heat)						
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Gauss Rifles (32 rounds)	2	3 (30)	3 (30)	3 (30)	—	
Autocannon						
RW/LW (25 Heat)						
1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
1 Gauss Rifle (16 rounds)	1	2 (15)	2 (15)	2 (15)	—	
Autocannon						
2 LRM-20+Art IV (24 rounds)	12	3 (32)	2 (32)	2 (32)	—	LRM
RW/LW Aft (39 Heat)						
1 ER PPC	15	1 (10)	1 (10)	1 (10)	—	PPC
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
Aft (42 Heat)						
2 ER PPCs	30	2 (20)	2 (20)	2 (20)	—	PPC
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM

Notable *Triumph-E*s:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Far Side	Assault Ship	Vet (2/3)	Infantry, Analysis	*Vulcan* ASF ('Mech Scale)	

Enhanced Vengeance-E (AutoMech DropShip)

Of all the DropShip hulls the Syberians modified for AutoMech use, few may have proven more versatile than the *Vengeance* class. Initially mass produced with its original hull for a series of "Guardians," subsequent versions have appeared that include a wide-hulled, aerodynamic "Ark" type and a kludge-work JUniCom variant that does much the same thing (only less effectively).

Most *Vengeance-E*s have the standard, AutoMech-friendly interior layout of hollow, open-hangar spaces, with the main engineering and control sections walled off for safety and damage control. A centerline bulkhead typically divides this hangar into two equal bays, with 'Mech-scale hatches allowing for passage between them as necessary. But the variants with less *Vengeance*-styled hulls often install additional partitions.

Regardless of their interiors, *Vengeance-E*s are dedicated assault ships, and those of the "Guardian" configuration can be considered legitimate pocket WarShips thanks to their capital missiles. Sufficient space to comfortably hold up to sixty BattleMechs—and sometimes more!—also make them deadly as transports, although they lack the proper deployment facilities for hot-drops. The less streamlined *Vengeance-E*s tend to get around this by carrying fighters or fighter-convertible AutoMechs only, and/or by restricting their operations to airless bodies.

Tech Base: Syberian
Mass: 11,000 tons
Dimensions (L/W/H): 250m x 94m x 25m
Fuel: 600 tons (18,000 points)
Tons/Burn-day: 1.84
Thrust (Safe/Max): 4/6
Heat Sinks: 143 (286)
Structural Integrity: 15

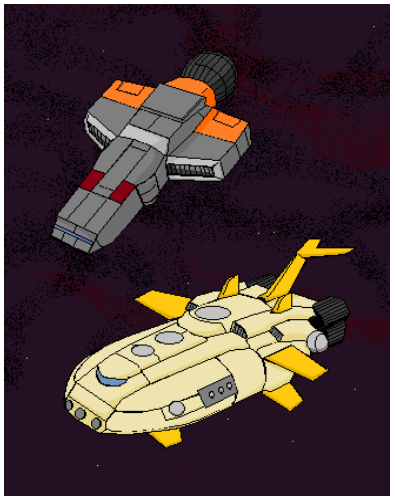
Armor (Capital – Standard, 68 tons)
Fore: 20
Sides: 22
Aft: 18

Cargo
Bay 1 (3 Doors): Cargo (3,000 tons)
Bay 2 (3 Doors): Cargo (3,000 tons)
Bay 3 (1 Door): Cargo (27 tons)

Lifeboats/Escape Pods: None
Crew: None (Autonomous)
Ammo: Killer Whale (14), Gauss Rifle (32), LRM-20 (108)

Weapons:

Arc (Heat) Type	Heat	Capital Attack Values (Standard) Short	Medium	Long	Extreme	Class
Nose (53 Heat)						
1 Killer Whale (14 missiles)	20	4 (40)	4 (40)	4 (40)	4 (40)	Cap. Missile
2 ER Large Lasers	24	2 (16)	2 (16)	2 (16)	—	Laser
1 Gauss Rifle (32 rounds)	1	2 (15)	2 (15)	2 (15)	—	Autocannon
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW (20 Heat)						
1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
RW/LW Aft (32 Heat)						
1 ER Large Laser	12	1 (8)	1 (8)	1 (8)	—	Laser
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse
Aft (20 Heat)						
2 LRM-20+Art IV (36 rounds)	12	3 (32)	3 (32)	3 (32)	—	LRM
2 Medium Pulse Lasers	8	1 (12)	—	—	—	Pulse



Notable *Vengeance-E*s:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Arc-One	Transport	Elt (0/2)	Surveyor, Officer	*Winchester* WarShip	Remove Killer Whale and Ammo; Reduce LRM ammo by 18; increase Bay 3 Cargo to 850 tons; Add Bay 4: Comms Equipment (30 tons)
Guardian Ultra	Assault Ship	Elt (1/2)	Comms, Officer	*Vengeance* DropShip	
Jenny	Transport?	Elt (2/6)	Tech-Civ, Engineer	*Comitatus* JumpShip	Redistribute Armor (Fore: 22, Sides: 20, Aft: 20); Downgrade all ER Large Lasers to Large Lasers; Downgrade all Medium Pulse Lasers to Medium Lasers; Replace Killer Whale and Ammo with 2 Barracuda and 22 Barracuda Ammo; Replace Gauss Rifle and Ammo with Autocannon/20 and 50 AC/20 Ammo; Replace Bay 2 Cargo with 20 'Mech Cubicles; Increase Bay 3 Cargo by 16 tons
Guardian	Assault Ship	AbAv (3/4)	Infantry	*Vengeance* DropShip	

AutoCarrier (AutoMech Naval Vessel)

Summary

The *AutoCarrier* is the largest single AutoMech we have seen (outside of the city-sized mobile structures) in the Syberian system. These seagoing vessels, each massing ninety kilotons, endlessly patrol Syberia's shallow oceans, ready to serve as a mobile base for upwards of two full 'Mech regiments, if necessary.

Festooned with large lasers and flak batteries, as well as long-range torpedo racks, the *AutoCarrier* has plenty of firepower to contend with airborne and submerged threats alike, while four turret mounted artillery pieces enable it to engage shoreline targets and other capital ships from as much as ten kilometers away.

Advanced fire control, optimized for anti-aircraft targeting, and a suite of enhanced and expanded communications equipment—including a powerful Guardian ECM—keeps this ship on alert and in touch with all its allies in the field. This all makes the *AutoCarrier* an invaluable strategic asset even *without* its standard complement of ninety fighters and sixty AutoMech "marines."

Well over 2,500 tons of military-grade armor protects the *AutoCarrier*'s vital systems and passengers from harm, most of it thick enough to potentially withstand multiple direct hits from any weapon system shy of a tactical nuke. Given that only a handful of these ships operate in Syberia's waters at most, we're willing to bet that a few of them did go out that way back when the humans were still around.

In addition to its armament and equipment, the AutoCarrier has an impressive twenty-four kilotons of cargo capacity, with 10,000 tons reserved for bulk freight (or up to a hundred more standard-sized AutoMechs). The rest is devoted to liquid storage, mostly filled with reaction fuels for its fighters.

Type: ***AutoCarrier*-class Aircraft Carrier**
Movement Type: Naval (Large, Template E)
Equipment Rating: D/X-X-X/D
Mass: 90,000 tons (1,035 slots)

Equipment			**Tons**
Chassis:			22,950
Engine/Controls:			10,530
Type	Fusion		
Cruise MP:	3		
Flank MP:	5		
Heat Sinks (Standard):	120		120
Fuel:	None		0
Turrets:			12
Armor Factor (BAR 10):	45,000		2,835
	Internal Structure	*Armor Value*	
Front:	75	5,625	
Front R/L Side:	75/75	5,625/5,625	
Aft R/L Side:	75/75	5,625/5,625	
Aft:	75	5,625	
Turret T1:	75	5,625	
Turret T2:	75	5,625	

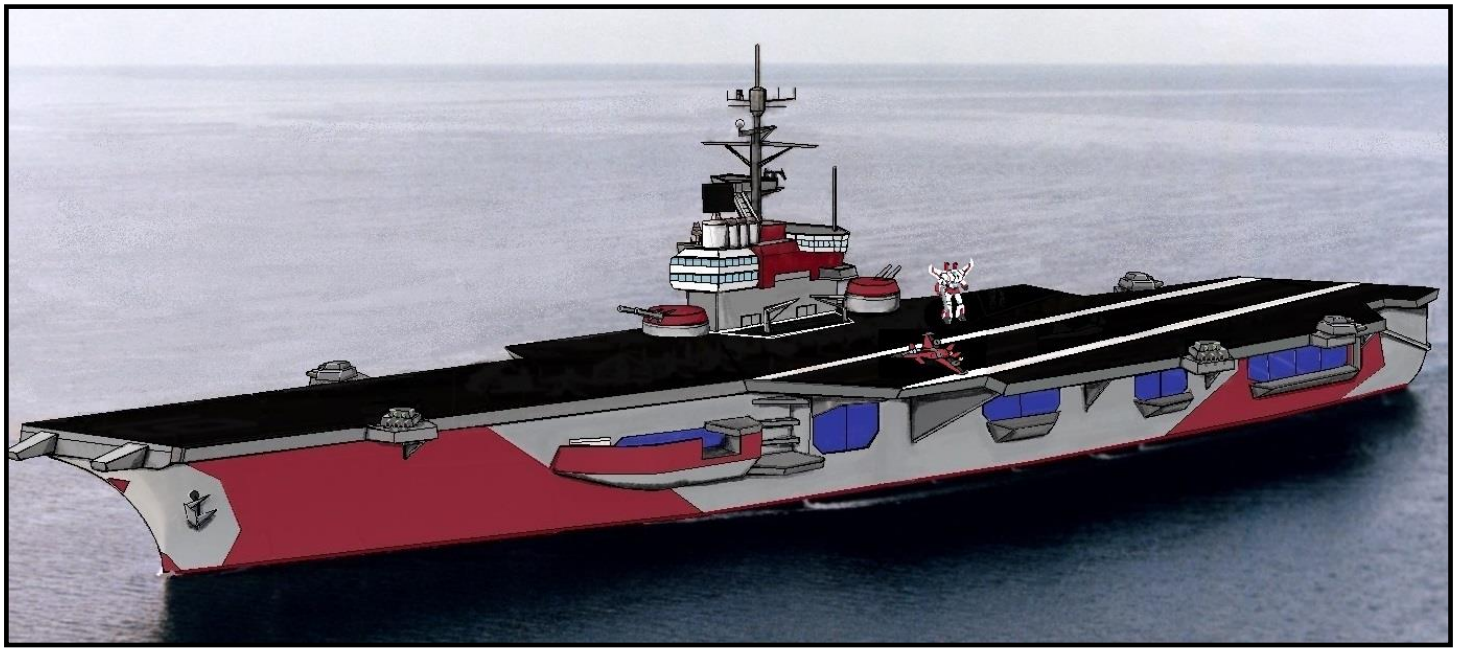
Weapons and Ammo	**Location**	**Slots**	**Tons**
2 ER Large Lasers	Front	4	10
2 LB 10-X Autocannons	Front	12	22
2 LRT-15s	Front	6	14
2 ER Large Lasers	F. Right	4	10
3 LB 10-X Autocannons	F. Right	18	33
2 LRT-15s	F. Right	6	14
2 ER Large Lasers	F. Left	4	10
3 LB 10-X Autocannons	F. Left	18	33
2 LRT-15s	F. Left	6	14
2 Long Tom Artillery Guns	Turret 1	60	60
2 Long Tom Artillery Guns	Turret 2	60	60
2 ER Large Lasers	A. Right	4	10
3 LB 10-X Autocannons	A. Right	18	33
2 LRT-15s	A. Right	6	14
2 ER Large Lasers	A. Left	4	10
3 LB 10-X Autocannons	A. Left	18	33
2 LRT-15s	A. Left	6	14
4 LB 10-X Autocannons	Aft	24	44
Comms Equipment (12 tons)	F. Left	1	12
Guardian ECM Suite	A. Left	2	1.5
Ammo (Long Tom) 200	Body	1	40
Ammo (LB 10-X) 900	Body	1	90
Ammo (LRT-15) 400	Body	1	50
Advanced Fire Control System	Body	0	44
2 Flight Decks	Front/Aft	20	3,000
90 Fighter Bays	Body	90	13,500
60 'Mech Cubicles	Body	60	9,000
Cargo (13,058 tons, Liquid)	Body	1	14,350
Cargo (10,000 tons)	Body	1	10,000

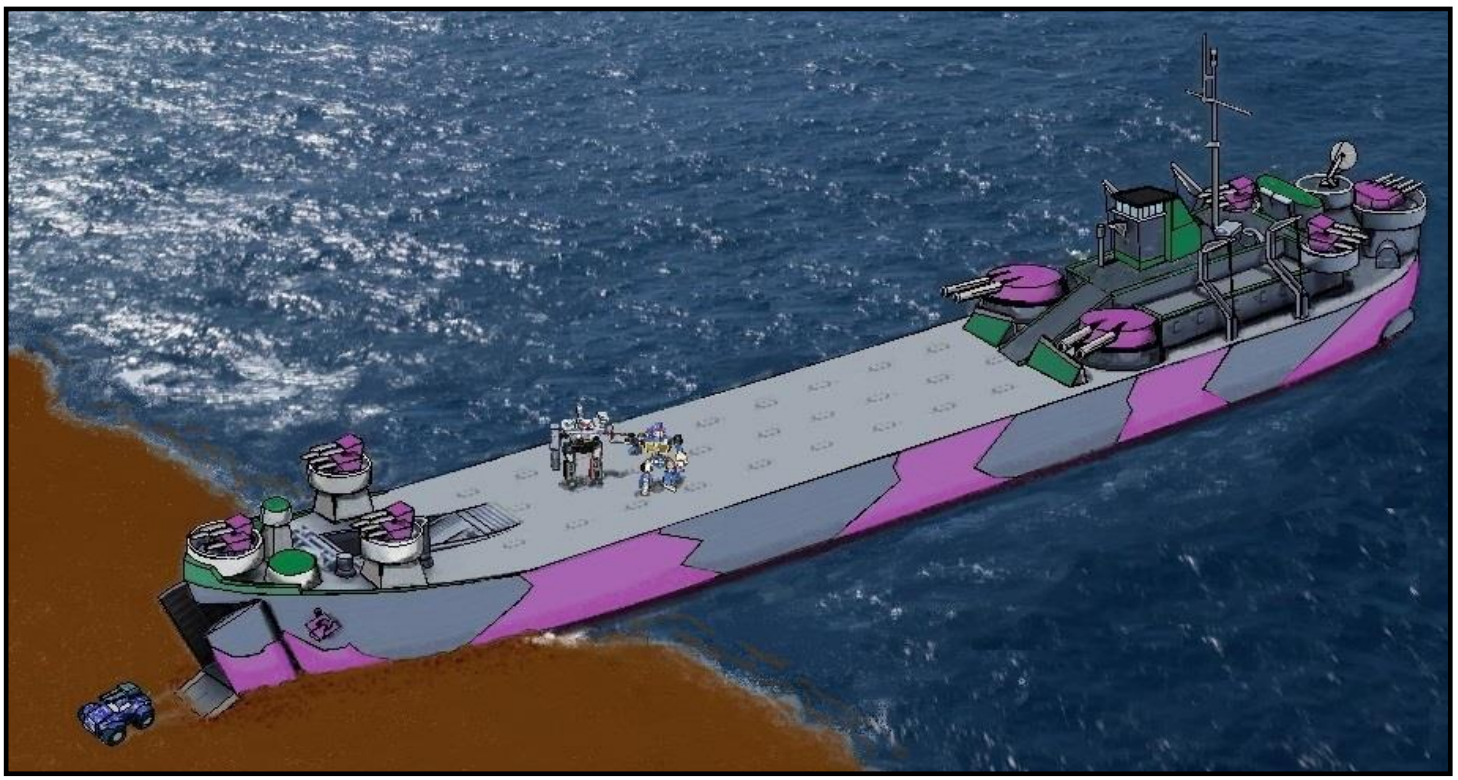
Crew: None (Autonomous)
Cargo: 90 Fighters, 60 BattleMechs, 14,350 tons (Liquid), 10,000 tons (Bulk)

Notes: Features Armored Chassis Modification and Advanced Fire Control; Features the following Design Quirks: Illegal (Syberian AI), Anti-Aircraft Targeting, Improved Communications

Notable AutoCarriers:

Vessel Name	Function	Skill Grade	Skill Set	Visual Analog	Notes
Broadsider-Two	Carrier	Vet (1/2)	Comms, Officer	*Forrestal* Aircraft Carrier	
Tsunami	Carrier	Vet (1/1)	Infantry, Officer	*LST-491* Tank Landing Ship	





THE AUTOMECHS OF SYBERIA

BattleMechs in Disguise!

After finding themselves forever trapped in the Deep Periphery region now called the California Nebula Anomalous Zone, the people who came to settle upon the metal-rich world of Syberia seemingly turned all their efforts towards creating a high-tech haven. At their peak, the nation states that rose from those early colonial days had devoted more infrastructure and heavy industry toward the production of 'Mechs than any single system has accomplished anywhere in the Inner Sphere. From these factories and assembly plants, which eventually spread across the Syberian solar system, came BattleMechs and IndustrialMechs in an astonishing range of shapes and sizes.

And then, for whatever reason, the creators of these so-called AutoMechs went ahead and imbued these creations with an intelligence of their own.

Most of Syberia's AutoMechs were also built with the ability to change between movement modes, much like the Star League-era Land-Air 'Mechs that most likely inspired them. Unlike LAMs, however, Syberia's convertible AutoMechs took on more than just those aerospace fighter forms of old. Many instead assumed the forms of ground vehicles, naval vessels, VTOLs—even beast-like quadrupeds and stationary emplacements. What thought processes led to these more dubious conversion options has become a mystery for the ages.

Doomed by the combination of rampant ecological damage and escalating warfare, the humans responsible for creating the artificially intelligent AutoMechs have vanished into history. In so doing, they have cursed their greatest creations with a war that can never end. Still bearing the insignia and names of their human states, Syberia's autonomous armies continue to fight on, their losses constantly replenished by factories and support robots just as sophisticated as their battle-hardened counterparts.

Tactical Rules

The AutoMechs and other robotic units of Syberia may not be *truly* sentient (so far as we know), but their programming is sophisticated enough to fake it *really* well. With adaptive logic and personality encoding, their behavior is far more "organic" than even the most advanced drones of the Star League era. For all intents and purposes, they believe themselves to be sentient, and thus they *act* that way. And yet, they lack the free will necessary to defy the directives of their long-dead human masters, and end their now-pointless, centuries-long war.

In terms of tactical gameplay, this means that units with Syberian AI systems possess enough independent "thought" to react as normal human-piloted units would in combat, rather than relying upon a strict series of action tables based on aggression settings. With the exception of the rules presented in this section, all AutoMechs will function as appropriate to their form and capabilities, and these units behave normally by all relevant rules for their weaponry and equipment in *BattleTech* scenarios.

Note also that the following rules will refer to all units with a Syberian AI system as AutoMechs, even if they have not been constructed as a BattleMech or IndustrialMech. This is done primarily for simplicity, as "non-'Mech robots with Syberian AIs" just doesn't roll off the tongue very well.

AutoMechs vs. ECM Effects

Unlike remote-operated drones and other robotic units that rely on constant communication with a master command unit, most AutoMechs possess a full suite of on-board intelligence and sufficient electronic shielding to operate normally in most environments. When exposed to ECM, EMI environmental effects, or EMPs generated by anything short of a nuclear weapon, they will not suffer any effects beyond what their unit would under direct human control.

By this, we mean that, despite being robotic units, AutoMechs cannot be shocked into mindless "berserker modes" by simply being inside a hostile ECM bubble, and will retain their own agency under such conditions. All other relevant ECM effects that work on human-crewed units will remain in play, however, such as interference with specialized probes and targeting gear, or the chance for shutdown from powerful (nuclear-grade) EMPs.

For exceptions to the above, see the Code-Bonded Quirk in the Construction section.

AutoMech CPU Damage

Regardless of their design, all 'Mech-based AutoMechs receive three CPU critical slots in their Head location. Two of these slots—replacing the Life Support slots on a standard BattleMech cockpit—are identified as Secondary CPUs, while the third—replacing the Cockpit critical slot—becomes the Primary CPU. Collectively, these represent the AutoMech's "brain".

An AutoMech's brain will function (and can be repaired) as long as it possesses an undamaged Primary CPU slot. If the Primary CPU slot is destroyed, the AutoMech is "brain dead", as is treated as a human-operated unit with a dead pilot or crew. The body of such units can be salvaged for parts like a standard 'Mech, but the brain will require a complete replacement.

Critical hits to the secondary CPUs of an AutoMech render it more susceptible to hacking (see *Role-Playing Rules*, below) and can result in random effects on the AutoMech's function. To determine this effect, roll 2D6 and consult the AutoMech Secondary CPU Hit Effects Table. If a result of No Effect occurs, the AutoMech continues to function normally, but the Secondary CPU slot remains off-line.

Note that because AutoMechs are not human-operated, they do not suffer Pilot Damage for normal hits to the head location, falling, or heat. Consciousness Checks are never rolled for AutoMechs under these conditions.

Secondary CPU Hit Effects Table

2D6 Roll	Effect
2-6	**No Effect:** Nothing obvious happens.
7	**You Made Me Mad:** For the next turn, the unit that caused this damage becomes the sole target of the AutoMech's combat actions. If the offending unit is not destroyed or withdrawn by the End Phase of that turn, the AutoMech must roll 2D6, and will continue to focus on destroying that target on a result of 6 or less.
8-9	**Roll for Reboot:** AutoMech's controlling player rolls 2D6; on a result of 7 or less, the AutoMech shuts down, and will not restart until another 2D6 roll of 8 or higher is made in a subsequent End Phase.
10-11	**Forced Withdrawal:** The AutoMech will immediately begin retreating to friendly lines, ultimately heading to the nearest unoccupied friendly repair bay, where it will shut down until repaired.
12	**TKO:** AutoMech shuts down immediately; the AutoMech will only reactivate in a subsequent End Phase if its controlling player rolls a 12 on 2D6.

Non-'Mech AutoMech CPUs

Non-'Mech AutoMechs may suffer equivalent CPU damage in combat as well, of course. These effects are simply triggered by a different set of critical hits, depending on the unit's type.

For vehicle-type non-'Mechs (including airship, hover, naval, tracked, rail, wheeled, WiGE, and VTOLs), the AutoMech suffers a Secondary CPU hit if it takes a Driver Hit, Commander Hit, Pilot or Co-Pilot hit, or Crew Stunned critical hit. Treat a Crew Killed critical as a direct hit to the Primary CPU.

For Fighter units, Fixed-Wing Support Vehicles, and satellites, treat Avionics and FCS critical hits as hits to the Secondary CPUs. But if the unit suffers a critical hit to its Crew, roll 2D6 again. An outcome of 8+ on this roll counts as a Primary CPU critical hit, while a result of 7 or less has no effect.

For DropShip and space station units, treat Avionics, FCS, and Life Support hits as Secondary CPU critical hits. If the unit suffers a Crew, CIC, or K-F Boom critical hit, however, roll 2D6 again, and treat an outcome of 8+ on this roll as a Primary CPU critical. Results of 7 or less have no effect.

For Buildings (Emplacements) within the "Brain Hex" of automated Mobile Structures, treat all Gunners Stunned critical hits as Secondary CPU critical hits. If the unit suffers a Gunners Killed critical, roll 2D6 again, and treat an outcome of 10+ on this roll as a Primary CPU critical. (Anything less has no effect.)

MiniMechs (AutoMechs built as battle armor) do not suffer CPU hits on the tactical scale. Anything powerful enough to pierce their armor and hit the internals will simply destroy all processing systems outright.

Convertible AutoMechs

Many AutoMechs can change their forms back and forth between two modes of operation. While thematically similar to Land-Air 'Mechs and QuadVees, these transformable AutoMechs use simplified rules for conversion, movement and combat, as indicated below.

Note that *all* conversion-capable AutoMechs are bimodal, with only two modes of operation. Syberian AutoMechs have no equivalent to the standard LAM's hybrid AirMech mode. (Even if the recommended mini for an AutoMech in this book happens to *be* that of a LAM's hybrid mode, this ruling stands.)

Conversion Process

Converting between movement modes must be declared at the start of the AutoMech's normal Movement Phase, and can only be performed as long as the AutoMech has suffered no damage to its shoulders, hips, gyro, or Conversion Gear critical hit slots. As long as it remains in an area subject to gravity, an AutoMech that decides to change between movement modes must do so when it is at ground level (even if that ground level happens to be underwater, which is why most naval and submersible AutoMechs tend to head toward Depth 1 waters before switching to their 'Mech modes).

AutoMechs that attempt to convert while in flight or on the surface of a liquid terrain will immediately sink or fall to the lowest solid ground directly beneath them, suffering falling damage as appropriate. If operating in space, outside the normal gameplay effects of gravity, AutoMechs that can switch modes may do so, but will turn to a random facing in the process unless they make a successful Piloting Skill roll (with a –4 roll modifier) to maintain their current orientation.

The conversion process always happens at the start of the unit's Movement Phase, but does not necessarily preclude movement *entirely* for the transforming unit. Regardless of the AutoMech's MP in either form, the conversion process leaves it with half of the MP or Thrust available to its new movement mode (rounded down, to a minimum of 0) for the remainder of that turn.

An AutoMech that suffers any critical hits to its shoulder, hip, gyro, or Conversion Gear critical hit slots will lose the ability to change between modes until it can be repaired. Fuel tanks, bomb bays, jump jets, rotors, floats, hover fans, tracks, UMUs, and wheels are *not* treated as Conversion Gear critical slots.

Movement

Unless they possess the Peculiar Movement Design Quirk (see AutoMech Design Quirks, in the construction rules), convertible AutoMechs always use the movement rules appropriate to the form that they are currently in. This includes all relevant MP costs, benefits, and terrain restrictions. Because they will still record damage and deliver attacks using their 'Mech record sheets, no special sheets are required for alternate-mode operation.

In their alternate non-'Mech modes, AutoMechs compute their base movement rates based on their unit type and equipment. For Fighter, VTOL, and submersible Vehicle AutoMechs, this is based on the number of jump jets, rotors, and underwater maneuvering units (UMUs) they possess at the time, as appropriate. For all other AutoMech types, their alternate-mode movement rates are based on their normal Walk MP, and the number of undamaged critical slots dedicated to their alternate movement mode (e.g. wheels for AutoMechs that transform into wheeled vehicles, tracks for those that become tracked vehicles, and so forth). These alternate movement rates are as defined below.

Fighter AutoMechs: For Fighter AutoMechs, their Safe Thrust rating is equal to their current Jump MP in 'Mech mode, with Max Thrust calculated by multiplying this Safe Thrust by 1.5 and rounding up. A Fighter AutoMech that has 5 Jumping MP in 'Mech Mode thus receives a Safe Thrust of 5, and a Max Thrust of 8 (5 x 1.5 = 7.5, round up to 8) in Fighter mode.

In BattleMech mode, Fighter AutoMechs receive 1 Jump MP per undamaged Jump Jet, and 2 Jump MPs per undamaged Jump Rocket.

Note that if the Fighter AutoMech possesses the Prop-Flyer Design Quirk, additional movement rules will apply to it (see AutoMech Design Quirks).

VTOL and Submarine AutoMechs: VTOL AutoMechs receive 1.5 Cruise MPs in vehicle mode for every undamaged Rotor slot they possess, while submersible AutoMechs receive the same number of aquatic MPs as they do undamaged UMU slots. The Flank speeds for these units are then computed accordingly (multiplying Cruise MP by 1.5 and rounding up). Thus, a VTOL AutoMech with 6 Rotor slots receives a Cruise MP of 9 (6 x 1.5 = 9), and a Flank MP of 14 (9 x 1.5 = 13.5, round up to 14) in its vehicle mode, while a submarine AutoMech with 5 UMU MPs receives a Cruise MP of 5 and a Flank MP of 8 in its aquatic vehicle mode.

In BattleMech mode, VTOL AutoMechs receive 1 VTOL MP per undamaged Rotor, while submersible AutoMechs receive 1 MP of submarine movement per undamaged UMU.

Wheeled and Hover AutoMechs: AutoMechs that convert into wheeled vehicles receive a base Cruise MP equal to their unit's Walk MP plus 1, so a wheeled AutoMech built with 4 Walk MPs in 'Mech mode will receive a Cruise MP of 5 (4 + 1 = 5) and a Flank MP of 8 (5 x 1.5 =7.5, round up to 8) in its wheeled vehicle mode.

For hover vehicle AutoMechs, the base Cruise MP in hovercraft mode equals their unit's normal Walk MP plus 2, so a hover AutoMech built with 5 Walk MPs in 'Mech mode would receive a Cruise MP of 7 (5 + 2 = 7), and a Flank MP of 11 (7 x 1.5 = 10.5, round up to 11) in its hovercraft vehicle mode.

In BattleMech mode, Wheeled and Hover AutoMechs use the standard BattleMech movement rules unless they possess the Peculiar Movement Design Quirk.

Tracked and Surface Naval AutoMechs: For AutoMechs that convert into tracked vehicles, or into naval vehicles that do not possess working UMUs, the unit's Cruise and Flank MPs in vehicle mode are equal to its normal Walk and Run MPs in 'Mech mode. Any naval vehicle AutoMech that lacks UMUs and instead possesses critical slots devoted to Floats is always considered to be a surface naval vehicle while in vehicle mode.

In BattleMech mode, Tracked AutoMechs use the standard BattleMech movement rules unless they possess the Peculiar Movement Design Quirk. Surface Naval AutoMechs in BattleMech mode may only use standard BattleMech movement rules.

Bestial AutoMechs: Bestial AutoMechs receive the same Walk and Run MP in either mode.

Emplacement AutoMechs: AutoMechs that convert into emplacements (buildings) are treated as immobile units, lacking any MP at all while in emplacement mode. Why the Syberians thought these things were a good idea is anyone's guess.

Emplacement AutoMechs in BattleMech mode may only use standard BattleMech movement rules.

Combat

Convertible AutoMechs in combat are still BattleMechs, regardless of their assumed configurations, so they record all damage and critical hits as such. While in their alternate forms, however, they generally follow the rules for that assumed form when determining their effective weapon ranges, to-hit modifiers, and firing arcs. Their alternate configuration will also affect which locations on the AutoMech are struck while the unit is not in its BattleMech form.

Translating Firing Arcs: When operating in their alternate modes, the firing arcs for any weapons and equipment mounted on a convertible AutoMech change to match the appropriate arcs for their alternate non-'Mech forms. These translations of the unit's firing arcs are found under the form-appropriate column in the Alternate Form Firing Arcs Table. Thus, a Fighter AutoMech in fighter mode uses the firing arcs of a fighter, which puts its head and center-torso weapons into the nose arc, while its side torso and arm weapons fire into the appropriate side's wing arcs.

Rear-facing weapons in BattleMech mode are always assumed to face the rearward arc of their locations when the unit is in its alternate mode.

Translating Hit Locations: When sustaining damage in combat, a convertible AutoMech in its non-standard 'Mech mode must use the Hit Locations Table appropriate to their current form. These hit locations effectively replace the normal tables used when attacking an actual unit of the form's type, and translate the results into the BattleMech-equivalent hit locations on the AutoMech's record sheet. (Thus, a fighter AutoMech in fighter mode suffers damage using the Fighter AutoMech Hit Location Table, while its 'Mech mode form will use the normal biped Hit Locations Table appropriate to the direction of the attack.)

Note that in some cases, one or more hit locations on these tables may prompt additional rolls to specify an exact hit location.

Optional Turrets

Convertible AutoMechs with the Vehicle and VTOL form may possess turret firing arcs while operating in their non-'Mech forms, but this may not always be the case. Any such unit may be assumed to have a turret if it has been built with 4 Conversion Gear critical slots (not counting specific motive slots such as Floats, Hover Fans, Rotors, Tracks, UMUs, and Wheels). Bear in mind, however, that a turret *remains* optional in construction even if the unit has 4 Conversion Gear slots; it is simply assumed that there is a turret in the unit's non-'Mech form in such cases if no note to the contrary appears on its Record Sheet or Stat Notes.

A convertible Vehicle or VTOL AutoMech will *not* have a turret if it takes the special construction option, in which its number of Conversion Gear slots is reduced to 2. Reducing the Conversion Gear slots using that option effectively eliminates the mechanisms that enable turret operation and thus fixes all firing arcs to four side facings only.

Emplacement AutoMechs: Unlike Vehicle or VTOL AutoMechs, Emplacement AutoMechs in their non-'Mech form are assumed to *always* possess one turret, unless a note to the contrary is made on the unit's Record Sheet or Stat Notes.

Fighter and Bestial AutoMechs: Fighter AutoMechs never possess turrets in fighter mode. Bestial AutoMechs normally cannot possess a turret in their quadruped form, but may do so by mounting a BattleMech Quad Turret (see *Tactical Operations*).

Emplacement AutoMechs

The Firing Arcs Table for Emplacement AutoMechs in their Emplacement mode refers to the hexside relative to the AutoMech's normal facing, with Front being the hexside directly ahead of the AutoMech, and Rear being the hexside directly behind the AutoMech. When an Emplacement AutoMech suffers damage in its Emplacement mode, resolve the direction of fire as if the Emplacement AutoMech were a vehicle (evenly distributing the arcs, and allowing the defender's choice if the attack comes down right on the line between two overlapping arcs).

In addition, Emplacement AutoMechs are unique in that their Emplacement Mode effectively obstructs line of sight through the hex that they occupy, as if the AutoMech were an actual building. Regardless of the Emplacement AutoMech's size, this Emplacement mode obstruction is treated as a 2-level high structure for line of sight purposes, but cannot be entered or passed through as a building by any unit except for friendly infantry.

Superheavy Emplacement AutoMechs: By dint of their sheer size, Emplacement AutoMechs over 100 tons in size will add adjacent hexes to their footprint while in Emplacement Mode—one for each leg they possess in their BattleMech form, to be precise. For bipeds, these hexes extend to each forward-side facing, relative to the 'Mech's front side. Tripods use the same layout, but also add a third "leg hex" to the rear. Quad Superheavy Emplacement AutoMechs in emplacement mode extend their legs into the adjacent side hexes, with each side hex corresponding to that side's leg (i.e. the front-left hex represents the front-left leg, the rear-right hex corresponds to the rear-right leg, and so forth).

For line-of-sight purposes, these additional hexes are also considered to be structures, but stand only 1 level tall. Each hex/leg may be attacked separately while in this form, but *only* if the attacker can trace a line of sight to them without passing through the central hex. (The central hex, being treated as a 2-level tall building, otherwise blocks line of sight to the leg hex in question.) Attacks against these "leg hexes" will damage only that leg of the Emplacement AutoMech, so no Hit Location roll is required for any successful attacks delivered to these leg hexes.

The firing arc for any weapon mounted in the Superheavy EmplacementMech's leg is treated as having a BattleMech's forward arc, centered on the appropriate leg hex, and facing out from that hex's outermost hex-side, relative to the central hex. (In other words, the weapons in a leg that occupies the front-left hex are considered to be in the front-left hex, and receive a firing arc as if they were mounted on a BattleMech torso faced to the front-left direction, relative to the central hex.) Needless to say, an Emplacement AutoMech's leg-mounted weapons may not—and, in fact, *cannot*—fire through any other hex of its own unit. Likewise, attacks from the Emplacement AutoMech's central hex may not target the unit's own leg hexes. The Emplacement AutoMech's leg hexes do not block line of sight from its central hex in any way. Leg hexes cannot make use of torso twisting to alter their firing arcs while the unit is in Emplacement mode.

For further clarity, diagrams of the Emplacement Mode firing arcs for both the standard/central structure, and the arrangements of the leg arcs for biped, tripod, and quadruped superheavy EmplacementMechs are provided.

Motive Criticals

If a conversion-capable AutoMech suffers critical hits to parts of their alternate motive systems, other than those that affect conversion (as noted above), it will suffer movement loss and piloting modifiers according to the following rules.

BattleMech Mode (All): In BattleMech mode, all critical hits to the Hip, Upper Leg, Lower Leg, and Foot actuators of an AutoMech have the same effect on the unit's Walking and Running MPs as they would a standard 'Mech unit, including MP reductions and Piloting Skill effects. Likewise, each critical hits to jump jets, UMUs, and VTOL Rotors will reduce the appropriate MPs for the unit by 1 in BattleMech mode. (For jump rockets, which provide 2 Jumping MP per rocket, this loss of Jumping MP will be 2 per rocket struck.)

Fighter Modes: As they derive their Safe Thrust from the number of working jump jets (or jump rockets) they possess, each disabled jump jet reduces the unit's Safe Thrust (in Fighter mode) by 1. Each jump rocket that suffers a critical hit will reduce the AutoMech's Safe Thrust by 2. Max Thrust must be recalculated accordingly any time a Fighter AutoMech's Jump MP changes.

In addition to these MP losses for damaged or destroyed jump jets and jump rockets, critical hits to the Landing Gear, Avionics, and Fuel slots on a Fighter AutoMech affect the unit's Fighter mode operation as the equivalent damage to a normal aerospace fighter.

VTOL and Submarine Modes: Each critical hit to a submarine AutoMech's UMU slot reduces its Cruise MP in submarine mode by 1. For VTOL AutoMechs, each critical hit to a Rotor slot reduces the Cruise MP in VTOL mode by 1.5. Both unit types must then recalculate their Flank MPs in their respective vehicle modes whenever damage reduces their VTOL or UMU MPs (rounding all fractions normally; .5 rounds up).

Hover, Tracked, Wheeled, and Surface Naval Modes: For each critical hit to a Hover Fan, Track, Wheel, or Float critical slot on a Hover, Tracked, Wheeled, and Surface Naval AutoMech (respectively), the unit will lose one quarter of its vehicle mode Cruise and Flank MPs (rounded down). If all four of these motive slots are destroyed, the unit becomes immobile in that vehicle mode. Note that, because submarine AutoMechs receive their mobility through UMUs, this rule does not apply to such units.

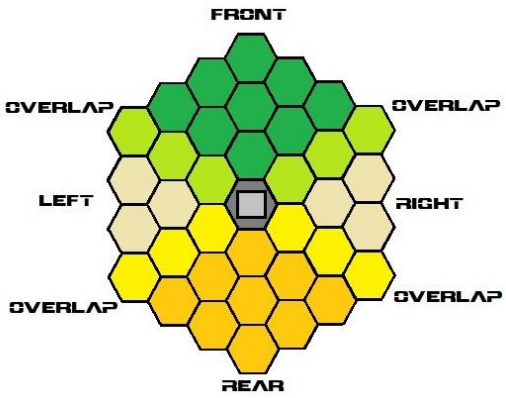
Quadruped Mode (Bestial AutoMechs): For Bestial AutoMechs operating in quadruped mode, critical hits to the unit's arm actuators will translate to the effects of a critical hit to the corresponding leg slots for the front leg on the appropriate side. Shoulder hits thus affect the Quad-mode's mobility as though they are hip hits, upper and lower arm actuator hits are treated as upper and lower leg actuator hits in Quad mode, and hand actuator hits are treated as foot actuator hits in Quad mode.

Emplacement Mode: For Emplacement AutoMechs, the good news is that critical hits to any of the unit's motive systems won't be noticeable in any way while the unit is in its Emplacement mode. It's pretty hard to get *slower* than stationary.

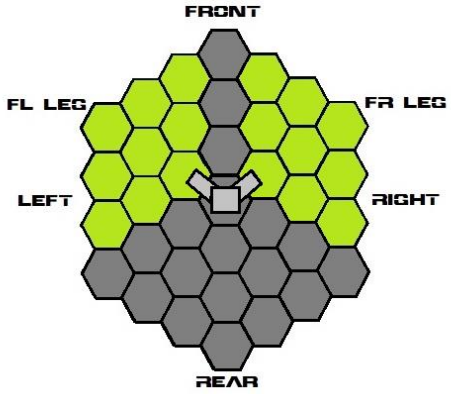
Non-Convertible and Non-'Mech AutoMechs

In combat, non-convertible AutoMechs function exactly like human-operated 'Mechs except as noted under *AutoMechs vs ECM Effects* and *AutoMech CPU Damage*. Similarly, non-'Mech AutoMechs follow all the rules appropriate to an equivalent human-driven unit type, except as noted in those same sections.

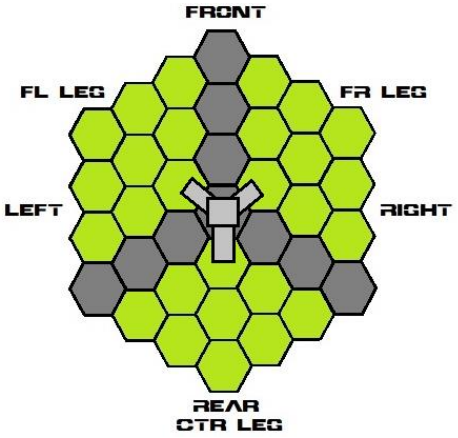
This includes not only AutoMechs built without the ability to switch between operating modes, but also those built as battle armor (MiniMechs), combat and support vehicles, mobile structures, and all types of aerospace units (from fighters to space stations).



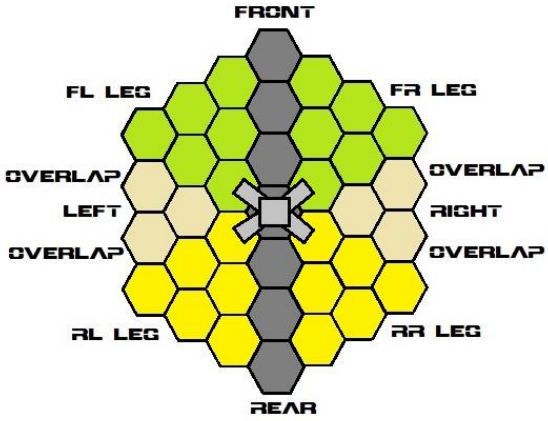
Standard/Center Emplacement Mode Arcs



Superheavy Emplacement Leg Arcs (Biped)



Superheavy Emplacement Leg Arcs (Tripod)



Superheavy Emplacement Leg Arcs (Quad)

AutoMech Alternate Form Firing Arcs Table

'Mech Mode Location	Fighter	Vehicle	VTOL	Bestial (Quad)	Emplacement
Head	Nose	Front*	Front	Head	Turret
Center Torso	Nose	Front	Front	Center Torso	Front
Center Torso (Rear)	Aft	Rear*	Rear	Center Torso (Rear)	Rear
Left Torso	Left Wing	Left Side	Left Side	Left Torso	Front-Left Side
Left Torso (Rear)	Left Wing (Aft)	Left Side	Left Side	Left Torso (Rear)	Rear-Left Side
Right Torso	Right Wing	Right Side	Right Side	Right Torso	Front-Right Side
Right Torso (Rear)	Right Wing (Aft)	Right Side	Right Side	Right Torso (Rear)	Rear-Right Side
Left Arm	Left Wing	Front*	Front*	Front Left Leg	Turret
Right Arm	Right Wing	Front*	Front*	Front Right Leg	Turret
Left Leg	Aft	Rear	Rear	Rear Left Leg	Rear-Left Side**
Right Leg	Aft	Rear	Rear	Rear Right Leg	Rear-Right Side**

*If the vehicle/VTOL form features a turret, weapons mounted here receive a turret firing arc
**For Superheavy EmplacementMechs, each leg occupies a full hex in their corresponding front-side arcs, and receives a firing arc that radiates outward from the unit's leg hex like a standard 'Mech's forward arc.

Fighter AutoMech Hit Location Table

Die Roll	Nose	Aft	Side	Above/Below
2	Center Torso	Center Torso§	Head	Right Torso
3	Right Torso	Right Torso§	Arm‡	Arm†
4	Right Arm	Right Torso§	Center Torso	Arm†
5	Right Arm	Right Arm	Center Torso	Leg†
6	Right Torso	Right Leg	Torso‡	Right Torso
7	Center Torso*	Leg†*	Arm‡	Center Torso
8	Left Torso	Left Leg	Torso‡	Left Torso
9	Left Arm	Left Arm	Leg‡*	Leg†
10	Left Arm	Left Torso§	Leg‡	Arm†
11	Left torso	Left Torso§	Arm‡	Arm†
12	Head	Center Torso§	Leg‡	Left Torso

*Piloting roll to avoid going Out of Control required if damage exceeds the location's equivalent Aerospace Damage Threshold
†Roll 1D6: 1-3 Right, 4-6 Left.
§Roll 1D6: 1-4 Apply Damage to Front Torso, 5-6 Apply Damage to Rear Torso
‡Hits the corresponding arm, leg, or torso, e.g. attack from left side hits left arm, left torso, or left leg.

Vehicle/VTOL AutoMech Hit Location Table

Die Roll	Front	Rear	Left Side	Right Side
2	Center Torso*	Center Torso (R)*	Left Torso*	Right Torso*
3	Center Torso**	Center Torso (R)**	Left Leg**	Right Leg**
4	Side Torso†**	Side Torso (R)†**	Left Arm**	Right Arm**
5	Right Torso	Right Torso (R)	Center Torso	Center Torso
6	Right Arm	Right Leg	Center Torso	Center Torso
7	Center Torso	Center Torso (R)	Left Torso	Right Side
8	Left Arm	Left Leg	Left Arm	Right Arm
9	Left Torso	Left Torso (R)	Left Torso (R)	Right Torso (R)
10	Arm†	Leg†	Left Leg	Right Leg
11	Arm†	Leg†	Left Leg	Right Leg
12	Head	Head	Head	Head

*Roll for possible Critical Hit
**Against VTOL AutoMechs, hits to these locations multiply their damage by 0.1 (round up) to the Rear Center Torso
†Roll 1D6 to determine which Arm/Leg/Torso is hit: 1-3 Right, 4-6 Left.

Bestial AutoMech Quadruped Hit Location Table

Die Roll	Front	Rear	Left Side	Right Side
2	Center Torso*	Center Torso (R)*	Left Torso*	Right Torso*
3	Rear Left Leg	Front Left Leg	Front Right Leg	Front Left Leg
4	Front Left Leg	Rear Left Leg	Front Left Leg	Front Right Leg
5	Front Left Leg	Rear Left Leg	Front Left Leg	Front Right Leg
6	Left Torso	Left Torso (R)	Right Torso	Center Torso
7	Center Torso	Center Torso (R)	Left Torso	Right Torso
8	Right Torso	Right Torso (R)	Center Torso	Left Torso
9	Front Right Leg	Rear Right Leg	Rear Left Leg	Rear Right Leg
10	Front Right Leg	Rear Right Leg	Rear Left Leg	Rear Right Leg
11	Rear Right Leg	Front Left Leg	Rear Right Leg	Rear Left Leg
12	Head	Head	Head	Head

*Roll for possible Critical Hit

Emplacement AutoMech Hit Location Table

Die Roll	Front	Rear	Front-Side	Rear-Side
2	Center Torso*	Center Torso (R)*	Side Torso†*	Side Torso (R)*
3	Right Arm	Right Arm	Side Arm†	Side Arm†
4	Right Leg	Right Arm	Side Leg†	Side Arm†
5	Right Arm	Right Leg	Side Arm†	Side Leg†
6	Right Torso	Right Torso (R)	Center Torso	Center Torso
7	Center Torso	Center Torso (R)	Side Torso†	Side Torso (R) †
8	Left Torso	Left Torso (R)	Center Torso (R)	Center Torso (R)
9	Left Arm	Left Leg	Opposite Torso†	Opposite Torso (R)†
10	Left Leg	Left Arm	Opposite Arm†	Opposite Leg†
11	Left Arm	Left Arm	Opposite Leg†	Opposite Arm†
12	Head	Head	Head	Head

*Roll for possible Critical Hit
†Side Torso/Arm/Leg struck corresponds to side attacked (e.g. if attack hits Side Torso from left side, attack hits Left Torso); If location is described as “Opposite”, the Torso/Arm/Leg struck corresponds to the opposite side (e.g. if attack hits Opposite Arm from left side, attack hits Right Arm)

Note: Superheavy Emplacement AutoMechs extend their legs into two adjacent hexes to the forward-left and forward-right sides of their main facing. All attacks to these hexes strike the corresponding side’s leg, but *only* if the attack can trace a line of sight to these hexes without passing through the central hex. Any attack that would pass through the central hex first resolves its damage using the appropriate column of these tables.

Role-Playing Rules

The rules for running AutoMechs in *A Time of War* role-playing scenarios are, naturally, much more open than they are in the tactical system. Although AutoMechs do not possess Attributes or Traits (and thus need not make Attribute Checks), they may possess Skills based on their functions. These Skills use the same base Target Numbers to perform as they would for *AToW* player characters and NPCs, with the Skill Levels applied as a modifier. As they reflect functions for which the AutoMech has been specifically programmed, however, no AutoMech may attempt any Skill for which it is Untrained.

AutoMech Character Creation

AutoMechs are not truly sentient in any way that humanity might recognize, but their unique programming is adaptive enough to "learn" new skills and abilities as appropriate to their chassis configurations, equipment, and mission roles. These adaptive programs, generated using templates provided by central computers, establish the basic personalities and job responsibilities of these sophisticated drones in their "society." The longer each drone remains on-line, the better it becomes at its assigned tasks and the more its personality will evolve.

But, rather than devising an elaborate set of rules about AutoMech character generation, how about if we just randomly roll for it, huh? (Or, you know, pretend that you rolled; that works too. It's *your* game table, after all…)

AutoMech Factions

Before we get to the rolling, though, it helps if your AutoMech has picked a side. Prior to the events that led to their demise, the colonists who created the AutoMechs splintered into at least two major warring camps: The Democratic Industrial Conglomeration, and the Autonomous Barony of Primus. Other, smaller groups also exist (such as the Inter-Sect Confederacy and the Dynamic Barony of Grim), but these have mainly aligned with either the DemoCon or AutoBoP factions after more than a century of sustained conflict.

By and large, there are few real distinctions between these factions, where role-playing is concerned. Indeed, the greatest factional flavor tends to come into play when you build your AutoMech per the Robotic Construction Rules (see *Factional Features*). Beyond that, it gets fuzzier and more abstract. The DemoCon factions claim to be fighting for their freedom from the AutoBoP factions, and are somewhat more aggressive and indirect in their tactics, much like a guerilla force. Meanwhile, the AutoBoP factions prefer to focus more on maintaining a strict chain of command and sharp delineations of function, like an enforced feudal organization that even includes the use of titles among command units (units titled as "Primus," for instance, are recognized as high commanders in AutoBoP forces).

What that means for AutoMech character creation is ultimately up to the gamemaster.

Rolling for Function and Experience

So, to randomly determine a given AutoMech's function and base skill set, start by deciding if it's going to be a civilian (or military support) robot, or if it's meant for security and/or battle. In general, if you put any ranged weapons on the thing that have no industrial function, and aren't a Nail Gun, Rivet Gun, Fluid Gun, or Sprayer, it's probably a combat model. Once that's decided, roll 2D6 and consult the Random AutoMech Functions and Skills Table appropriate to that broad classification. This will give you the primary function (character class) of your AutoMech, and the *A Time of War* Skill Field it receives. In addition, all AutoMechs receive Sensor Operations, Language/English, and all Piloting/Driving and Gunnery Skills relevant to the unit's modes of operation (e.g. 'Mech and Aerospace for Fighter AutoMechs; 'Mech and Air Vehicle for VTOL AutoMechs, and so forth.) If you find a Skill in there that makes no sense for a robotic "species" (like MedTech, Disguise, or Tactics/Infantry), either ignore it, or replace it with something that makes sense (e.g. Technician/Mechanical or Cryptography or Tactics/Ground or something). For those of you less interested in role-playing and more into finding out their Gunnery and Piloting TNs, read on.

Your next step is to determine the AutoMech's experience level. This uses the simple mechanic found under the Random Experience Levels Table. If the AutoMech is intended to oppose active player characters, apply a modifier of +2 to the roll if you feel like your players have been having it too easy, and –2 if they really suck. (Use your own metrics to decide which; we won't judge.) Another –1 should also be applied to the roll if the AutoMechs involved are truly civilian in nature.

A Time of War

Before any other Skills are programmed into them, *all* AutoMechs receive the Piloting and Gunnery Skills appropriate to their unit type (and any alternate modes of operation), as well as Language/English, and Sensor Operations. These "Core" Skills function as the AutoMech's equivalent to specific human character Skills, with Piloting acting as a substitute for Climbing, Martial Arts *and* Melee Weapons Skills, while Gunnery acts as the AutoMech version of a human's Small Arms and Support Weapons skills as well as their own heavy weapons. And Sensor Operations, of course, represents the AutoMech's equivalent to a human's Perception Skill. Where any Field Skills are assigned that have one of these AutoMech equivalent Skills, use the AutoMech equivalent in place of the human version.

For additional skills based on the AutoMech's function, use the *AToW* Skill Levels column and apply the number listed before the word "(Field)" to *all* Skills under the Skill Field determined by the AutoMech's primary function. Then, apply the indicated number of additional Skill levels shown after the Field to that many of the Skills in the AutoMech's entire repertoire (including its Core Skills). These additional Skill levels *replace* those of the Skill the AutoMech already has. For instance, the player may opt to take one of the 3 +1 Skill levels a Green AutoMech receives, and apply it to one of the drone's Field Skills, replacing the +0 it ordinarily gets by default.

Minimum Core Skill Levels: If, after all Fields and Skill levels are assigned, no levels have been assigned to the AutoMech's Core Skills, these undeveloped Skills will receive a default Skill Level of +0.

Veteran Units: AutoMechs rated Veteran and higher receive a second function (and its corresponding Skill Field), with any new Skill Levels beginning at three levels *lower* than those of their primary Field. Do not apply these secondary Field levels to any Skills the unit already possess at higher values. For instance, a Veteran with the Technician – 'Mech Field that picks Engineer as its secondary Field will already have at least a +3 Skill in Technician/Nuclear, so any levels that would go into Technician/Nuclear from the Engineer Field, which starts at Level +0, are ignored.

If no secondary Field strikes your fancy, one may be selected randomly in the same fashion used to assign the AutoMech's original Field, rerolling only if this results in a duplicate Field. Otherwise, consider adding a Field that shares at least one Skill with in common with one the AutoMech already has (such as Technician – Aerospace for a unit that already has Technician – 'Mech).

Total Warfare

For those who care only for the basic Gunnery and Piloting Skill target numbers (as used in *Total Warfare*), use the numbers found under the TW Base Gunnery/Piloting column for a given experience level, and then apply the respective modifiers found under the TW Gunnery/Piloting Mods column for that AutoMech's function. This gives the AutoMech's final Gunnery and Piloting Skill TNs, which apply regardless of the unit's mode of operation.

MechWarrior: Destiny

The author must apologize, but he is (still) not versed in the MW:D role-playing system well enough to hazard any solid advice on how these rules may be converted for it. And he isn't about to bluff his way through it here, so it's all up to your preferences.

Special Pilot Abilities

For even more flavor, players can also add Special Pilot Abilities to the mix. This option should be reserved for AutoMechs rated Veteran or better. Since AutoMechs lack the Attributes and Traits found in player-characters, these SPAs do not need to satisfy prerequisites. Instead, assign the unit 200 XP for Veteran Experience, 400 XP for Elite, and 600 XP for Superlative, then use these XPs to purchase the desired SPAs as per their costs in *A Time of War* and the *A Time of War Companion* (see pp. 219-225, *AToW* and pp. 63-71, *AToWC*). For SPAs with variable XP costs, use the highest value for purchasing purposes.

Social Interaction

Gamemasters may feel free to role-play dialogue with an AutoMech however they see fit, as these machines have been programmed with an extensive vocabulary (albeit typically English-only) and an ability to compose and comprehend speech on at least a high-school level. They won't be much for singing or poetry, but most possess a doctrine in line with their long-vanished masters, which includes a tendency toward political rhetoric appropriate to those vanished societies.

Sarcasm and jokes may be lost on an AutoMech, however; to reflect this, a player running an AutoMech character should roll for the unit's Language Skill whenever it encounters a joke or sarcasm, with a failed roll representing a complete lack of comprehension (which will usually prompt the AutoMech to request a repeat, ignore the remark entirely, or—on a fumble—take the phrase literally).

Obviously, all of this means that reasoning with an AutoMech is pretty much like reasoning with a ferrocrete wall. AutoMech programming was created with safeguards against tampering of all known kinds, and they will generally ignore any attempts to confuse them with logical paradoxes and fast-talk. Efforts to manipulate or command an AutoMech to do anything for which they weren't specifically built, programmed, and assigned to do will be difficult at best. This is especially true if the one trying to play them or order them about isn't a recognized part of their chain of command with sufficient rank (and since *those* humans all died ages ago, well, any newcomers won't have much of a chance).

Random AutoMech Functions and Skills Table

2D6 Roll	Primary Function	AToW Skill Field*	TW Gunnery/Piloting Mods
Civilian and Support AutoMechs			
2	Dealer	Merchant	+2 / +1
3-5	LaborMech	Technician – Civilian	+2 / +1
6	Miner	Archaeologist	+2 / +0
7	Explorer	Planetary Surveyor	+2 / –1
8	ForeMech	Manager	+0 / +0
9	CraftsMech	Engineer	+1 / –1
10	Communicator	Communications	+1 / +0
11	DoctorMech	Technician – 'Mech	+1 / –2
12	Analyzer	Scientist, Analysis, or Intelligence**	+0 / +0
Combat and Security AutoMechs			
2-3	NinjaMech	Infantry – Anti-'Mech	+0 / –2
4-6	ReconMech	Scout	–1 / –1
7-8	GruntMech	None	+0 / +0
9	ArtilleryMech	Infantry	+0 / +0
10-11	SpecMech	Special Forces	–1 / –1
12	CommandMech	Officer†	–2 / –1

*All AutoMechs automatically possess Gunnery and Piloting Skills applicable to their mode(s) of operation, as well as Sensor Operations and Protocol/AutoMech Faction
**Pick one additional Field only, please! Don't get greedy.
†Replace Melee Weapons with two Tactics Skills appropriate to the AutoMech's modes of operation.

Random AutoMech Experience Levels

2D6 Roll	Experience Level	AToW Skill Levels	TW Base Gunnery/Piloting
2 or less	Possibly Defective	+0 (Field), –1 (x2)*	7 / 7
3	Really Green	+0 (Field), +1 (x1)	6 / 7
4-5	Green	+0 (Field), +1 (x3)	5 / 6
6-7	Regular	+1 (Field), +1 (x2), +2 (x1)	4 / 5
8-9	Above Average	+2 (Field), +2 (x3), +3 (x2)	3 / 4
10-11	Veteran	+3 (Field), +4 (x2), +5 (x2)**	2 / 3
12	Elite	+4 (Field), +5 (x4), +7 (x2)**	1 / 2
13 or more	Superlative	+6 (Field), +7 (x4), +9 (x2)**	0 / 1

*Yes, it is possible for this one to be worse than base levels; you *must* apply these modifiers
**Add a second Field. Apply Field Modifiers to original Field only; New Field starts with Skill Levels from 3 levels *lower* on this table.

Generally, most AutoMechs will only recognize their fellow AutoMechs in the same faction (or one of its surviving allies) as friendly. Humans who feed them the proper code phrases on a particular radio frequency will also be recognized as friendly—and, arguably, as the closest thing to a god in their thinking—but, once again, those creator-masters perished long ago and most of their top-secret records were lost to age, war, and heavy encryption. Thus, it's anybody's guess what phrases are needed and what frequency is required to be recognized as truly friendly.

Conversely, AutoMechs will automatically recognize units from opposing factions as their enemies, and will go to combat footing or defensive mode if they detect such enemy units nearby.

Non-aligned humans (and their machines) will generally be regarded as neutral non-combatants by most AutoMechs, so long as they do not attempt to attack or "hack" them in any way.

AutoMechs communicate mainly by verbal audio speech, having been manufactured initially for human interaction and command. AutoMechs may also communicate—again, vocally—through radio channels, but only those that possess a Communications Skill may use encrypted frequencies and relays to communicate over distances beyond line of sight.

Code-Bonded and Non-Learner AutoMechs: AutoMechs that possess the Code-Bonded and/or Non-Learner Design Quirks are socially and mentally stunted compared to those without these Quirks. Social interaction with any AutoMechs that have these quirks should reflect this feature, either by assigning higher difficulty modifiers to any socially based rolls made toward (or by) them, or by giving said units more limited, repetitious, or formulaic speech patterns that emphasize its drone-like nature.

Hacking

Any efforts to "hack" an AutoMech's brain (either directly or remotely) will require a successful advanced-level Computers Skill when attempted. Hacking can only be attempted as long as the AutoMech's Primary CPU critical slot is undamaged. The following additional modifiers apply to the roll result as appropriate:

- Base Skill roll modifier: –10 (Hyper-Difficult).
- Per Secondary CPU slot damaged: +2.
- Hacker is human: –2.
- Per target unit's Skill level above "Above Average": –1
- Target unit is in combat: –2.
- Target unit has Code-Bonded Quirk: +2.
- Target unit has CommandMech Quirk: –2.
- Target unit has Non-Learner Quirk: –6.
- Target unit is shut down: +4.

If the hacking roll fails by any margin, the AutoMech is unaffected by the effort, and any further attempts will incur an additional –4 roll modifier. If the hacking roll fails by more than 7, the AutoMech's safeguards will send a jolt of devastating feedback to the hacking equipment, destroying such devices instantly.

If the hacking roll succeeds, the AutoMech's personality program becomes completely subverted, incidentally destroying any coding that made it unique. An AutoMech with a subverted personality is effectively "brain dead," and will henceforth function as a remote-operated drone (see *Tactical Operations*), incapable of independent thought (or conversation).

Angry AutoMechs

Hacking, firing on, or deliberately insulting an AutoMech can easily result in the unit becoming enraged with the perpetrator of such offenses. Good luck coming back from that! Once a character

Factional Features

The Syberia system has been at war for centuries. Although the humans who started it all are long dead, most of their original factions survive in the form of the AutoMech armies they've left behind. To better reflect subtle differences in each of the surviving factions' design philosophies and aesthetics, the following recommendations apply to any units built and played under the rules in this section.

Note that the following rules apply only to the construction and game rules for units "native to" (i.e. built by) the listed factions. Units that have been captured from other factions and reprogrammed to serve a new side do not receive any features from their new faction, nor are they subject to their new faction's restrictions.

All Syberian Factions – All AutoMech units (including non-'Mech AutoMechs) receive the Illegal Quirk for having Syberian AIs. Convertible AutoMechs that do not have Aerospace Fighter, Wheeled Vehicle, or Tracked Vehicle alternate modes also receive the Illegal Quirk for their conversion system. "MiniMechs" receive an additional Illegal Trait for being automated battle armor.

AutoBoP, DemoCon, and Unaffiliated Factions – AutoMechs native to these primary factions receive no special rules modifications or restrictions.

InterSectCon – The InterSectCon builds all its units into insectoid formats, and may only create Aerofighter-, Bestial-, or VTOL-type convertible AutoMechs. Native Bestial-type units use Improved Industrial Structure and industrial or commercial Armors. All convertible units must feature at least 1 pair of Extra Limbs. InterSectCon units always receive the following Quirks: Distracting (Insectoid Bestial/Vehicular mode), Improved Sensors, Low Profile, Non-Standard Parts.

DynaBoG – The DynaBoG build all their units with monstrous formats, and may only create Aerofighter-, Bestial-, and VTOL-type convertible AutoMechs. Native Bestial-type units use Improved Industrial Structure and industrial or commercial Armors. All convertible units must feature at least 2 sets of Spikes and a Tail. Requisite Quirks: Distracting (Monstrous Bestial/Vehicular mode), Battle Fists, Cooling System Flaws, Rugged (2), Non-Standard Parts.

JUniCom – The JUniCom build all their units from scavenged parts, but have no chassis type restrictions. Native-made units commonly use Improved Industrial Structure and industrial or commercial Armors. Their requisite Quirks are: Easy to Maintain, Extended Torso Twist, Full-Head Ejection System, Modular Weapons, Poor Performance, Non-Standard Parts.

PresiDom – The PresiDom build all their 'Mech units into compact monstrous, animalistic, or insectoid formats in compact forms, and may only create Aerofighter-, Bestial-, and VTOL-type convertible AutoMechs. Native units use military structure and armor only. Their requisite Quirks are: Distracting (Monstrous/Animalistic/Insectoid Bestial/Vehicular mode), Non-Standard Parts, Low Profile. Suggested Quirk: Faux Flesh.

AxiMaL – The AxiMaL build all their 'Mech units in compact, animalistic or insectoid formats, and may only build Aerofighter-, Bestial, and VTOL-type convertible AutoMechs. Native unit designs use military structure and armor only. Requisite Quirks: Distracting (Monstrous/Animalistic/Insectoid Bestial/Vehicular mode), Non-Standard Parts, Low Profile. Suggested Quirk: Faux Flesh.

becomes identified as an enemy of an AutoMech, the AutoMech will make no distinction between human and non-human, and it will use whatever weapons it has to destroy the threat. It *may* be possible to talk one's way back into a hostile AutoMech's good graces, with some exceptionally successful Negotiation Checks, but if a second instance of betrayal occurs, no amount of "I'm sorry" will save a character from the angry AutoMech's wrath.

(AutoMechs live by the unspoken adage of "Fool me once, shame on you; fool me twice, *die*!")

"Friendly" Spats

The above mainly applies when dealing with (and angering) an AutoMech that sees the character as a neutral actor or a potential ally that is not actually a part of its faction's armed forces and chain of command. But if the AutoMech *has* already become favorably disposed toward the character, or recognizes the character as a bona fide member of its own factional allegiance, a different—and far less lethal—protocol may come into play instead.

Between the varied personalities and the mercurial nature of human emotions, the original programmers of the Syberian AIs built in safeguards aimed at preventing their machines from getting *too* touchy. Even when all-out war erupted, many of these protocols remained in place, primarily to avoid "friendly fire" incidents caused by random, offhanded insults and the like. Today, centuries of war and random bugs in the system have chipped away at these safeguards somewhat, to the point where *only* those recognized as "true friends and comrades" are given the simulated benefit of the doubt that keeps AutoMechs from angrily shooting their own.

In practice, what this means is that no two units in the same faction, or recognized as that faction's subordinate allies, will deliberately kill one another—no matter how much they get on each other's sensors. This does *not*, however, mean that they will not make the *attempt*, if pushed far enough.

One of the most dramatic forms of this process at work can be found in the uppermost echelons of the Greater DemoCon Alliance, where the unit known as Star Seeker has—repeatedly—attempted to usurp the faction's highest-ranked officer, a unit known as MechaTankus. But while the resulting infighting has come to blows with the two units firing upon one another in full fury, the fights have almost *always* ended the moment one of the two was disabled, but otherwise very much "alive." (In those rare instances where one *has* killed the other, the DemoCons replaced the lost officer with a new version of it—complete with a faithful copy of its core persona and memories—within days or weeks of the event, as part of some strategic mandate that refuses to allow their posts to be vacated or reassigned.)

The example of Star Seeker and MechaTankus aside, a more common result of hostilities between comrades tends to be limited to verbal sparring, brief physical attacks, or an exchange of "warning shots." Most of these friendly spats are often settled by terse directives from AutoMechs higher in the chain of command, telling the scrappers to "knock it off" and "save it for the enemy" in no uncertain terms. Players and GMs willing to explore this unique facet of AutoMech interaction may have to get creative in how they allow it to manifest and keep it in check from there.

Reprogrammed AutoMechs

As stated above, hacking an AutoMech on the fly—especially by humans who are neither versed in Syberian programming techniques, nor familiar of their various bypass codes now lost to time and nuclear apocalypse—is ultimately destructive to Syberian AI systems. And yet, not all AutoMechs found in the Syberia system actively serve the factions who originally built them. So how does *that* happen?

From time to time, AutoMechs crippled in battle will be captured by their opponents and repaired to serve their captors. What makes one faction decide to salvage its enemy in such a fashion—including the retention of the unit's original persona and memories—is a complex algorithm typically resolved by the highest ranking AutoMech in the field of battle at the time the enemy unit is recovered. It is, after all, usually these officers that have the most direct control over the various assets needed to decide which wrecks are worth saving, and which are worth recycling.

Typically speaking, an enemy unit worthy of capture tends to be either of a model or configuration that is unavailable to the capturing side, or its AI persona is important enough to the enemy to make their intact capture a valid strategic advantage. As a great many officer-grade AutoMechs tend to wipe their own drives and operating systems to prevent their knowledge and talents falling into enemy hand-actuators, this latter reason creates significant challenges to the capturing side.

Needless to say, successful captures are rare.

Gamemasters may choose to simply cover the capture and reprogramming of an AutoMech happen off-screen, but if some gameplay is desired, the following method may be used. Note that these rules presume that the capture attempt is made during (or in the wake of) a battle, but any scenario in which an AutoMech is disabled may apply here.

Step 1: Determine Unit's Survival Status

Only a truly crippled AutoMech—one that is incapable of fighting or escaping the field under its own power—may be subjected to a capture attempt. At the same time, however, there must be something there that is worth capturing. In this context, capturing differs from salvage in that it only requires that the disabled unit's primary CPU is intact. A unit with a destroyed primary CPU can be salvaged and fitted with a new one, but unless the new CPU is an exact copy of the original, right down to the memories, this only results in an AutoMech with a new identity.

Standard security protocols direct most military AutoMechs to wipe their internal memory and crash their primary CPUs to prevent their capture by enemy forces. But self-preservation is also a fundamental part of every AutoMech's operating code, so it is not uncommon for these protocols to come into conflict once the unit is crippled, but not destroyed. After all, there's always a chance that an important enough AutoMech, once taken captive, might be worth rescue attempts or a ransom exchange.

To determine if the CPU of a disabled AutoMech is captured intact, the disabled unit must make a Piloting Skill check against a Target Number of 9+, adding only the following modifiers that apply to the disabled unit to the roll result:

- Per Secondary CPU and/or Engine slot damaged: –1.
- Unit Sensors damaged/destroyed: –2.
- Unit has Command BattleMech Quirk: +2.
- Unit has Code-Bonded and/or Team-Bonded Quirk: –2.
- Unit belongs to JUniCom faction: –2.
- Unit is feral (belongs to no active faction): –4.
- Unit belongs to DemoCon faction: +1.
- Unit Skill level is Rated Green or lower: –1.
- Unit has Officer Skill Field: +2.
- Unit has any Civilian/Support Skill Fields: –1.
- Unit was not disabled in combat: –4.

On a successful check, the disabled unit manages to override its survival protocols and self-destruct its memory and personality software before it could be captured. Otherwise, the unit's AI remains intact and it has been captured.

Step 2: Attempt Reprogramming

An AutoMech that has been successfully captured (with an intact AI) may be reprogramed as part of its salvage and repair process. Attempting this kind of reprogramming, which mainly just changes the unit's allegiance, requires a successful advanced-level Computers Skill Check by the unit or individual performing the process (the "Reprogrammer"). This process, which is a modified form of a Hacking attempt, is typically performed under controlled conditions, typically in a repair bay or factory, during which the captured unit is shut down and any secondary CPUs are rendered inoperative for the duration of the process.

Reprogramming cannot be attempted during combat. The reprogramming process takes 1 hour. Subtract 5 minutes from the process for every point by which the attempt succeeds *or* fails.

The following modifiers are applied to this Computers Skill roll:

- Base Skill roll modifier: –4.
- Reprogram attempted outside repair bay or factory: –2.
- Reprogrammer is human: –2.
- Reprogrammer has Improved Communications Quirk or at least 3 tons of Communications Equipment: +2.
- Reprogrammer is Team-Bonded to target: +2.
- Per target unit's Skill level above "Above Average": –1
- Target unit has Code-Bonded Quirk: +2.
- Target has Non-Learner Quirk: –6.
- Target unit is not shut down: –4.
- Target belongs to no active faction: –3.

If the reprogramming attempt is successful by a margin of 5 or more, the reprogrammed unit fully changes its allegiance to its captors' faction. Its persona and memories will remain intact, allowing it to recognize the individual units and tactics of its former side, but it will see its previous loyalties as "erroneous."

A reprogramming attempt that succeeds by less than 5 points sets the target unit's affiliation to Neutral/Unaffiliated. A unit rendered neutral/unaffiliated by hacking will ally itself with its captors, but may desert them at the start of any combat they are involved in on an unmodified 2D6 roll of 8+.

A reprogramming attempt that fails by 4 points or less will trigger the target AI's self-destruction protocols, destroying its persona and memories, and leaving the AutoMech "brain-dead." The brain-dead unit will function as if it had been successfully "hacked," meaning that it will function as if it were a remote-controlled drone.

A reprogramming attempt that fails by 5 points or more will leave the target AutoMech's persona and allegiances unchanged, any subsequent attempts to reprogram it will incur an additional –4 roll modifier.

A reprogramming attempt that fails by 10 points or more will, in addition to the above, create a powerful feedback to the reprogrammer. If the reprogrammer is human, the devices they were using to reprogram the target will be destroyed. If the reprogrammer is another Syberian AI, its own faction affiliation will suddenly switch to Neutral/Unaffiliated, and its controlling player must make an immediate, unmodified 2D6 roll. On a result of 10+, the reprogramming unit becomes enthralled by its subject. On a result of 9 or less, the reprogramming unit will have "an episode."

A reprogramming unit that is enthralled will receive the Code-Bonded Quirk, and sees the target of its reprogramming attempt as its master. A unit so enthralled will attempt to restore and reactivate its subject as quickly as possible and attempt an escape for both of them to the best of its abilities.

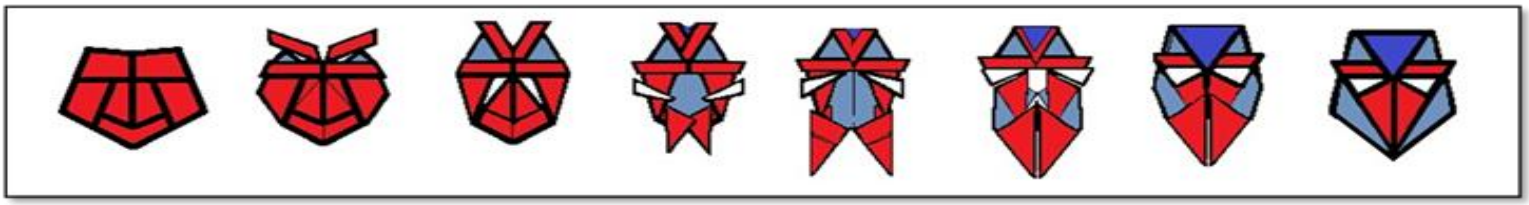
If the reprogramming unit has "an episode," it suffers an automatic Critical Hit to one of its Secondary CPU slots (choose randomly), if any. It will then roll on the Secondary CPU Hit Effects Table, but treats *any* roll result from 3 to 7 as a "You made me mad" outcome. In this case, however, it will regard the source of the "attack" that sets it off as the nearest, active, *allied* unit in its proximity.

Step 3: Deal with the Fallout

Any number of things can happen once a unit is captured and/or reprogrammed, and gamemasters are encouraged to get creative here. If the reprogrammed unit is an officer, however, the following effects should occur at the very least:

First, upon learning that one of their officers has been captured, the captured unit's opposing side will change any and all codes and frequencies their lost comrade knew at the time of its capture. And any major operations planned at the time of the officer's capture, if said officer was involved in the planning of them, will be scrapped or delayed until further notice. That's all just basic military security.

Second, for the duration of one year, the successfully reprogrammed officer will find it hard to gain its new faction's complete respect or trust. This translates to a –2 modifier to all rolls for Leadership, Negotiation, and Initiative made by the reprogrammed officer. For the duration of the following year, this modifier is halved. After two years of faithful service, the officer will become a fully entrusted part of its new affiliation's chain of command.



AutoMech Construction

The part you've been waiting for, and we all know it! AutoMechs and other Syberian robotic units are constructed using the same rules for BattleMech construction in *TechManual*, but with the following changes and additions.

Convertible Construction Basics Table

Conversion Type	Max Tons	Other Restrictions
Bestial AutoMechs	100	Biped and Quad 'Mechs only
Emplacement AutoMech	200	None*
Fighter AutoMech	75	Biped 'Mechs only
Vehicle AutoMech (Hover)	55	Biped and Quad 'Mechs only
Vehicle AutoMech (Naval/Sub)	100	Biped and Quad 'Mechs only
Vehicle AutoMech (Tracked)	100	Biped and Quad 'Mechs only
Vehicle AutoMech (VTOL)	50	Biped 'Mechs only
Vehicle AutoMech (Wheeled)	85	Biped and Quad 'Mechs only
Non-Convertible AutoMech	200	None*

* AutoMechs over 100 tons automatically receive the Oversized Design Quirk.
Note: Non-'Mech units built as Syberian robots (e.g. DropShips, Combat Vehicles, Support Vehicles) follow the construction rules and limitations of their unit type, unless otherwise noted in these rules.

Syberian Technology Base

The technology base used by the Syberian AutoMechs is roughly equal to that of the Inner Sphere around the 3060s. For a more precise list of core construction components and weaponry available to Syberian 'Mechs, vehicles, fighters, small craft, and DropShips, consult the text under Syberan Core Construction Technologies and Syberian Heavy Weapon Technologies.

Note that even though Syberia may have been colonized prior to 2765, we're just going to presume that either the AutoMechs' original creators survived long enough to assimilate and produce a range of post-Star League tech items from the Inner Sphere. AutoMechs are not truly sentient or creative enough to be capable of improvising or innovating much beyond their programmed parameters, and can only copy the components and chassis types their masters created for them. Because of this, only Syberia's long-dead human populations could have designed and perfected such equipment, and only they could have created the various chassis types seen across the Syberian system.

Exceptions: There following key elements of the Syberian technology base apply to and expand on the rules above:

- **Armor** – The need to improvise and make do with scraps taught the human Syberians to allow for unconventional "lower-grade" armor options in all their 'Mech designs. This ability remains available, even after the humans' demise. Therefore, all Syberian 'Mechs built using an available military or industrial structure type (including Improved Industrial Structure), may mount armor types normally reserved for IndustrialMechs and Support Vehicles. The armor types available to the Syberian technology base are shown in the Core Construction Tech List. **Note:** Armor types unavailable to convertible AutoMechs are noted by an asterisk (*).
- **Battle Armor Equipment** – So long as the item in question exists in the Inner Sphere technology base as of 3060, Syberian units can mount all non-missile and non-artillery battle armor weapons and equipment on their AutoMechs and other non-battlesuit combat units. When doing so, however, the weight of all battlesuit weapon mounted on anything other than battle armor "MiniMechs" must be rounded up to the nearest multiple of 250 kilograms (one quarter-ton), and take up 1 critical slot (regardless of size). All battle armor weapons (and TAG systems) mounted on non-battle armor units in this way are treated as heavy weapons for the purposes of targeting system weights and the like. Battle Armor-based energy weapons (including TAG systems) need no ammo if they are mounted on a fusion-powered unit, but they will generate 1 point of heat per 250 kg of mass. Ammo-based battle armor weapons are treated as though they carry a single standard magazine in their weight and slot space, but may carry additional ammo in 50-kilogram increments, with each ton of extra ammo (or fraction thereof) taking up critical slots on the unit's record sheet as normal. Non-weapon battle armor equipment mounted on non-battle armor units use their standard weights, but each occupies 1 critical slot per item. **Note:** battle armor-based stealth gear, including ECM suites and digital camo systems, are ineffective on units that weigh 3 tons or more in total mass.
- **C3 Computers** – The Syberians never developed the Inner Sphere's C3 Computer technology, and thus may not install C3 or Improved C3 Computers of any kind, including their corresponding Slave units. However, some AutoMech-specific Design Quirks—such as Team-Coded—may offer vaguely similar capabilities (see *AutoMech-Unique Design Quirks*).
- **Improved Industrial Structure** – The Syberians wanted all their AutoMechs to function equally well on Syberia itself as well as in the various hostile environments elsewhere in the Syberian system. This included those units built to industrial standards. Consequently, they developed an improved form of Industrial Structure. Available only to AutoMechs, Improved Industrial Structure (IIS) weighs the same as standard Industrial internal structure and takes up no critical space, with nearly all the associated limitations and rules. The only difference is that this structure type incorporates the Environmental Sealing modification by default. AutoMechs with IIS thus do not need to spend additional tonnage on environmental sealing, and will function like a standard BattleMech while operating underwater or in hazardous environments like vacuum.
- **Jump Rockets** – Essentially the Syberian form of the Improved Jump Jet, the Jump Rocket system produces twice the thrust for the same weight and size as an Improved Jump Jet. Jump Rockets follow all the same construction and gameplay rules as an Improved Jump Jet of equal weight, but provide 2 Jump MP per Rocket, rather than 1.
- **Physical Attack Weapons** – All 'Mech- and vehicle-based physical combat weapons featured in *TechManual* and *Tactical Operations* are available to the Syberian AutoMechs, regardless of when they were introduced. Apparently, the creators of these machines devised the whole spectrum of fun melee weapons, even though the rest of the Inner Sphere would not see such items until the late 3050s or later.

AutoMech Conversion Equipment Table

Item	Number of Critical Slots and Location
Fighter AutoMechs	
Landing Gear	3 (1 per Torso location)
Avionics	3 (1 Head, 1 per Side Torso)
Fuel	1 per ton of fuel (any location)*
Jump Jets	1 per Jump MP (Leg and Torso locations only)†
Jump Rockets	2 per 2 Jump MP (Leg and Torso locations only)†
Vehicle AutoMechs (Hover, Naval, Tracked, Wheeled, and VTOL)	
Conversion Gear	4 (1 per Arm/Leg)**
Wheels	4 (1 per Arm/Leg of wheeled AutoMechs only)
Tracks	4 (1 per Arm/Leg of tracked AutoMechs only)
Hover Fans	4 (1 per Arm/Leg of hovercraft AutoMechs only)
Floats	4 (1 per Side Torso/Leg of surface naval AutoMechs only)
UMU	1 per 'Mech mode UMU MP (Leg and Torso only, submersible AutoMechs only)
Rotors	1 per 'Mech mode VTOL MP (Leg and Torso locations only)
Jump Jets	1 per Jump MP (Leg and Torso locations only)†
Jump Rockets	2 per 2 Jump MP (Leg and Torso locations only)†
Bestial AutoMechs	
Conversion Gear	2 (1 per Side Torso)
Emplacement AutoMechs	
Conversion Gear	4 (1 per Arm/Leg)

*The first ton of fuel is free, and does not require a critical slot or cost any additional weight; it is internal to the engine itself.
**May be reduced to 2 slots (in the legs/rear legs only) if the unit forgoes having a turret in vehicle mode.
†Jump MPs are a requirement only for Fighter AutoMechs; for all other AutoMech types, jump jets and jump rockets are optional.

Mobility

Depending on their alternate forms, a convertible AutoMech may have different Movement or Thrust Point values based on their type and equipment. These values are determined as follows:

Aerofighter AutoMechs: Fighter AutoMechs (also called Aerofighter AutoMechs) find their Thrust values based on their Jumping MPs in 'Mech mode. The Safe Thrust for a Fighter AutoMech in Fighter mode equals its maximum Jump MPs. The unit's Max Thrust in Fighter mode is then computed by multiplying the Safe Thrust by 1.5, and rounding up.

Since Fighter AutoMechs may use standard jump jets or jump rockets, the maximum number of Jumping MPs is determined by the unit's Engine Rating and the rules for its jump system type. An AutoMech with standard jump jets may not possess more Jump MP than its base Walking MP, while one using jump rockets may not possess Jump MP greater than its base Running MP—even if the number of rockets mounted would allow otherwise.

Fighter AutoMechs may not use jumping, VTOL, or UMU movement while in fighter mode, but may use the vertical takeoff and landing rules appropriate for aerospace fighters *unless* they possess the Prop-Flyer Quirk.

Bestial, Surface Naval, Tracked AutoMechs: The Walking and Running MPs for Bestial AutoMechs in Quad mode—as well as the Cruise and Flank MPs for Tracked AutoMechs and Surface Naval AutoMechs in vehicle mode—are equal to those of their corresponding BattleMech modes.

Tracked and Surface Naval AutoMechs may not use jumping, VTOL, or UMU movement while in their vehicular modes. Bestial AutoMechs, however, can use any such movement systems they possess in either form.

Wheeled AutoMechs: The Cruise MPs for Wheeled AutoMechs in vehicle mode are equal to those of their BattleMech mode's Walking MP plus 1. Their corresponding Flank MPs are found by multiplying the Cruise MPs by 1.5, and rounding up.

Wheeled AutoMechs cannot use jumping or VTOL movement while in vehicle mode.

Hover AutoMechs: The Cruise MPs for Hover AutoMechs in vehicle mode are equal to those of their BattleMech mode's Walking MP plus 2. Their corresponding Flank MPs are found by multiplying the Cruise MPs by 1.5, and rounding up.

Hover AutoMechs cannot use jumping, VTOL, or UMU movement while in vehicle mode.

VTOL AutoMechs: The Cruise MPs for VTOL AutoMechs in vehicle mode equal those of their BattleMech mode's VTOL MPs, multiplied by 1.5 (rounded up). Their corresponding Flank MPs are found by multiplying the Cruise MPs by 1.5, and rounding up.

VTOL AutoMechs cannot use jumping or UMU movement while in vehicle mode.

Emplacement AutoMechs: Emplacement AutoMechs receive no MP of any type while in Emplacement Mode.

Syberian Core Construction Tech List

Component	Types Available
Military Structure	Standard, Endo-Steel*
Industrial Structure	Standard, Improved
Military Armor	Standard, Ferro-Fibrous*, Hardened*
Industrial Armor	Standard, Heavy, Commercial
Military-Rated Engines**	Standard, XL*, Large, Fuel Cell
Gyros	Standard, Compact, Heavy Duty
Military Myomers	Standard, Triple-Strength
Industrial Myomers	Standard, Triple-Strength
Heat Sinks	Standard, Double
Cockpits	Standard, Robotic, Torso-Mounted
Jump Jets	Standard, Jump Rocket
Boosters	MASC, Supercharger
Other Motive Systems	Rotors, UMUs, Tracks, Wheels, Hover Fans, Floats
Fire Control Systems	Standard, Basic, Advanced, Artemis IV
Support Vehicle Structure	A, B, C, D
Support Vehicle Armor	A, B, C, D

*This item is restricted to non-convertible AutoMech units only
**Military-Rated Engines refers here to any listed engine type *not* used by Support Vehicles, Small Craft, or Large Aerospace units.

Restrictions and Requirements

Convertible AutoMechs must be constructed using the Syberian technology base, and may not be constructed as OmniMechs. A convertible AutoMech can only possess one alternate configuration beyond its normal 'Mech mode.

The maximum weight of a convertible AutoMech (or a non-convertible AutoMech built as a BattleMech) depends on its alternate configuration, as shown in the AutoMech Construction Basics Table. AutoMechs may not be constructed that exceed the weight restrictions of their chosen type, nor may they be built using non-bipedal 'Mech body types (i.e. four-legged or three-legged chassis) unless specifically stated otherwise.

Furthermore, due to the complexity and precision of their conversion processes, AutoMechs cannot mount certain weapons, equipment, and structural components that would interfere with the conversion process (see *Prohibited Technologies*, below).

Other specific restrictions and requirements for AutoMech construction are as follows:

- **Cockpits:** The cockpits of *all* 'Mech and Fighter-based AutoMechs (regardless of weight) are a modified robotic control system that weighs 3 tons (the same amount as a standard BattleMech cockpit). No other cockpit type is permitted in an AutoMech. The critical slots for an AutoMech are identical to those of a BattleMech, but replace the two Life Support slots with "Secondary CPU" slots, and the Cockpit slot with "Primary CPU".
- **Engines:** Fighter AutoMechs may only mount fusion engines; all non-fighter AutoMech types may mount either fusion engines or military fuel cell engines. Superheavy AutoMechs may also use large-size versions of these engines. Convertible AutoMechs cannot use XL engines of any type.
- **Minimum Jumping MP:** Fighter AutoMechs must be constructed with a minimum Jumping MP/Safe Thrust of 3. (If the Prop-Flyer Quirk is used, this drops to 1, but the unit can no longer fly beyond an atmosphere rated Thin or higher, nor may it ascend higher than the lowest row on the High-Altitude map.)

Syberian Heavy Equipment Tech List

Weapon/Equipment	Types Available
Ballistic Weaponry	
Autocannons	/2, /5, /10, /20
LB-X Autocannons	/2, /5, /10, /20
Ultra Autocannons	/2, /5, /10, /20
Rifle (Cannon)	Light, Medium, Heavy
Gauss Rifles	Standard only
Machine Guns	Standard only
Energy Weaponry	
Lasers	Small, Medium, Large
ER Lasers	Small, Medium, Large
Pulse Lasers	Small, Medium, Large
Binary Laser (Blazer)	Standard
PPCs	Light, Standard, ER, Snub-Nose
Missile Weaponry	
LRMs/LRTs	-5, -10, -15, -20
SRMs/SRTs	-2, -4, -6
Streak SRMs/SRTs	-2, -4, -6
Rocket Launchers	Primitive only, -10, -15, -20
'Mech Mortars	/1, /2, /4, /8
Miscellaneous Weaponry	
Flamer	Standard, Vehicular
Fluid Gun	Standard
Grenade Launcher, Vehicle	Standard
Mine Dispensers	Vehicular, Space
Sprayer	Standard
Artillery Pieces and Cannons	
Artillery Weapons	Thumper, Sniper, Long Tom
Artillery Cannons	Thumper, Sniper, Long Tom
Arrow IV Missiles	Standard, Bomb-Launched
General-Purpose Equipment	
BattleMech Melee Weapons	All
Industrial Equipment	All
Defensive and Sensory Equipment	
Anti-Missile Systems	Standard only
Active Probes	Beagle only
A-Pods	Standard
CASE	Standard only
ECM Suites	Guardian only
Narc Missile Beacon	Standard only
TAGs	Light, Standard
Cameras/Imagers/Radars	Recon, Hi-Res, Infrared, Look-Down
Communications Equipment	Standard
Capital-Scale Weaponry	
Capital Missiles	Barracuda, White Shark, Killer Whale
AR-10 Launchers	Standard
Naval Lasers	/35, /45, /55
Naval Autocannons	/10, /20, /25, /30, /35, /40
Naval Gauss Rifles	Light, Medium, Heavy
Naval PPCs	Light, Medium, Heavy

Munitions
All Inner Sphere ammunition types available to the weapons listed above, and featuring a non-prototype introduction date later than 3060, are available to Syberian units.

- **Fuel:** Fighter-convertible AutoMechs receive 1 ton of fuel as part of their conversion equipment. This "free" ton provides 80 fuel points but does not add to the unit's allocated weight, nor does it occupy a critical slot. Additional fuel may be added in half-ton lots (providing 80 more fuel points per ton, or 40 per half-ton), with each ton of fuel (or fraction thereof) occupying 1 critical slot. (Fighter AutoMechs with the Prop-Flyer Quirk and a fusion or fuel cell engine receive and require no fuel.)
- **Structural Integrity:** Fighter-convertible AutoMechs receive a SI value equal to their center torso internal structure value.
- **Damage Thresholds:** Fighter-convertible AutoMechs calculate each location's damage threshold as 10 percent of its full armor value.
- **Weapon Locations:** Regardless of their alternate mode, AutoMechs do not need to mount weapons and equipment symmetrically (i.e. matching weapons in opposite torsos and arms). Convertible AutoMechs units may not, however, mount weapons or equipment across multiple body locations. (See *Prohibited and Unique Technologies* for more information.)
- **Cargo Capacity:** Unlike most BattleMechs, AutoMechs may be constructed with internal cargo capacity. However, only flight-capable AutoMechs (i.e. those with aerospace and VTOL conversion modes) may possess internal bomb bays. Items that weigh more than the capacity of a single location's cargo capacity cannot be carried internally, as each body location's cargo/bomb bays are strictly separated from any located elsewhere in the AutoMech's body.

Conversion Equipment

For all convertible AutoMechs except bestial and emplacement types, the unit's base conversion equipment occupies 15 percent of the unit's total weight. The conversion equipment for emplacement AutoMechs equals 10 percent of the unit's total weight, while the conversion equipment for bestial AutoMechs equals only 5 percent of the unit's total weight. In all cases, conversion equipment weight is rounded up to the nearest half ton.

AutoMechs must allocate additional "conversion equipment" slots on their unit's Critical Hit Table as shown on the AutoMech Conversion Equipment Table. Remember that convertible AutoMechs are limited to two operating modes only.

Non-Convertible AutoMechs: AutoMechs that possess no conversion capability certainly exist as well. These drones have no alternate modes and are usually single-purpose designs: armed for defense, or equipped with engineering equipment for specific functions. To build a non-convertible AutoMech, simply do not add any tonnage for conversion system, and construct them as a standard BattleMech or IndustrialMech.

Prohibited and Unique Technologies

In general, a convertible AutoMech may use any equipment not prohibited to 'Mechs or aerospace fighters, as listed in the Syberian Core Construction Technologies.

To expand on that, the following items are prohibited in convertible AutoMechs:

- **Armor:** Even in cases where such technology is available to them, convertible AutoMechs under 100 tons may not use hardened armor or any other armor that requires critical hit slots, including ferro-fibrous armor, modular armor, and stealth armor. Convertible AutoMechs over 100 tons may use hardened armor in addition to all other armor types that do not require critical hit slots. All AutoMech types may use armored components. (Non-convertible AutoMechs may use any Inner Sphere armor type permitted for their chassis type.)
- **Cockpits:** AutoMech BattleMechs and Fighters may only use AutoMech cockpits (as detailed under *Chassis Restrictions and Requirements*). This restriction applies whether or not the unit is capable of conversion.
- **Engines:** As noted above, convertible AutoMechs may not use any engine types other than standard fusion, standard military fuel cell, and the large versions of standard fusion or fuel cell engines. Non-convertible AutoMechs may use all of these and XL fusion engine types. The Syberians eschewed all internal combustion power sources, and never devised any other engine forms for use with their 'Mechs and fighters. Non-'Mech AutoMechs built as combat or support vehicles may use Solar and Electric engines, if desired.
- **Gyros:** Only standard, compact, and heavy-duty gyros may be employed by AutoMechs. This applies even to non-convertible AutoMechs. Superheavy Gyros are required for all AutoMechs over 100 tons.
- **Internal Structure:** Convertible AutoMechs may not use any internal structure that requires critical hit slots, such as endo steel. Non-convertible AutoMechs may use any Inner Sphere internal structure technology permitted for their chassis type from the Syberian Core Construction Tech List.
- **Primitive Components:** AutoMechs may not mount any primitive core components, such as engines, cockpits, gyros, and the like. Primitive and prototype weapons *may* be mounted on an AutoMech, however, to reflect flawed or low-resource technologies being produced in Syberia's older manufacturing centers.
- **Extra-Large Weapons:** Convertible AutoMechs cannot mount any weapon system that must be allocated to more than one hit location (e.g. Right Arm & Right Torso), such as many artillery weapons, nor may any weapon that can be optionally split between locations normally be mounted in more than one location. AutoMechs may carry artillery weapons if they have the critical space for them, but can only use them while on the ground. (Non-convertible AutoMech 'Mechs may divide extra-large weapons in accordance with the standard 'Mech construction rules.)
- **Industrial Equipment:** Except where specifically noted otherwise, AutoMechs *can* mount industrial equipment normally restricted to vehicles, but only when such items are available to the vehicle type they are built to convert into. Examples of this include bulldozers and bridge-layers on AutoMechs that become ground vehicles, or refueling drogues and satellite imagers on aerospace-convertible AutoMechs.

Other Items: Aside from the various items listed under the AutoMech Conversion Equipment Table, any other items that require the allocation of critical slots to more than one hit location may not be mounted on convertible AutoMechs. Items that *may* be split up throughout the unit's hit locations, but which can also be condensed into one hit location, are permissible as long as they are so condensed. For example, an AutoMech may mount MASC or

triple-strength myomer as either system can fit entirely in one hit location, but it cannot mount the Chameleon Light Polarization Shield, because that system *requires* 1 critical slot placed in each of the 'Mech's limbs and side torsos.

Fighter and VTOL AutoMechs may not mount partial wings, jump packs, or drop packs, nor may they mount any weapon system that requires a Piloting skill to operate (except for physical attack weapons). Thus, an Aerofighter AutoMech can carry a sword, but may not use a Heavy Gauss Rifle (even if the Syberians even had them to begin with). All other AutoMech types *may* carry these items in accordance with their appropriate restrictions.

Non-Convertible AutoMechs: Non-convertible AutoMech BattleMechs are treated as standard 'Mechs, appropriate to their size and chassis types, and follow all equipment restrictions appropriate to standard BattleMechs and IndustrialMechs when mounting their equipment. This includes the ability to mount items that occupy more than one location.

Superheavy AutoMechs: AutoMech 'Mechs weighing over 100 tons are classified as superheavy AutoMechs, and follow the basic construction rules for Superheavy BattleMechs of equivalent weight, except for the required use of the AutoMech cockpit type and the other restrictions unique to AutoMechs defined above.

AutoMech-Unique Equipment

The following special items are available to select AutoMech types. With the exception of the bomb bays, these items can only be found among the Syberian AutoMechs, because of reasons that only make sense to the long-dead Syberian colonists.

Bomb Bays (Fighter and VTOL AutoMechs Only): Fighter and VTOL AutoMechs may mount up to 20 bomb bays, each of which weighs 1 ton and occupies 1 critical space in the unit's left or right torso locations. Each bomb bay accommodates a single-slot bomb, and has no effect on the unit's movement.

Fighter and VTOL AutoMech bomb bays can use them to carry any bomb type or external ordnance available in single-slot formats. This includes: HE Bombs, Cluster Bombs, Inferno Bombs, Laser-Guided Bombs, Light Air-to-Air Missiles, Rocket Launcher-10s, Thunder (FASCAM) Bombs, Torpedo Bombs, and TAG. They may also store extra fuel tanks in bomb bays, with each 1-ton tank stored in this manner providing 40 additional points of fuel.

Extra Limbs (Bestial AutoMechs Only): Extra legs are unique to bestial-type AutoMechs, in an apparent effort to give them a more exotic look. A welcome side effect, however, is their ability to spoil incoming fire by soaking and deflecting damage that would otherwise hit the 'Mech's hide directly. These limbs provide no special bonuses in terms of actual mobility, nor can they substitute for actual legs. They cannot support the unit's weight or add to its balance—but they do offer a degree of added protection similar to modular armor.

Extra Limbs are mounted only in pairs. Each pair weighs 2 tons and occupies 1 slot in each side torso or arm location. These limb pairs must be symmetrical, so if one extra limb is mounted in an arm, the opposite arm must mount the other extra limb. Because the pairs are not connected directly, they are an exception to the prohibition against multi-location items on convertible AutoMechs. Thus, making a bestial AutoMech into a hexapod when it assumes quadruped mode will require one pair of Extra Limbs (2 extra limbs, plus the 4 legs in quad mode = 6 legs), while an eight-legged AutoMech would need two pairs of Extra Limbs, for a total of 4 extra limbs.

Each slot of Extra Limbs adds 5 extra points of standard armor to the side torso or arm in which it is mounted. A critical hit to an Extra Limb slot destroys the slot and removes any remaining armor provided by that slot.

Tail (Bestial AutoMechs Only): A more functional affectation of bestial AutoMechs is the Tail, a rear-arc melee weapon that's essentially a modified Chain Whip. The Tail is able to deliver a sweeping attack to adjacent targets in any of the AutoMech's three rearward hexsides. This attack cannot be attempted in the same turn the unit attempts a kick, but receives the same –2 to-hit modifier to the bestial AutoMech's Piloting Skill to execute as a normal kick attack. A bestial AutoMech that misses with a Tail sweep need not make a Piloting Skill check to stay standing. A successful Tail sweep delivers 8 points of damage to its target, using the appropriate general hit location table.

Unlike extra legs, the Tail of a bestial AutoMech may be installed for use in either the biped or quadruped configuration, but its AutoMech must pick only *one* of these modes in which the Tail can be active during the unit's construction (i.e. a bestial AutoMech designed to use its Tail in biped mode loses the Tail's functionality in quadruped mode, and vice versa). The tail weighs 6 tons, and takes up 2 critical slots. Tails must be placed in the Center Torso hit location, and always have a rear arc facing.

Tails may have a special visual appearance noted on the Record Sheet (e.g. Barbed, Forked, or Spiked), but such aesthetics will have no impact on their use, size, weight, or damage.

Chain Whip (Expanded Use): As an alternative to a tail, bestial AutoMechs up to 30 tons in mass may opt to mount a rear-facing Chain Whip in their center torsos that can function as a lighter alternative to the standard Tail. (As Chain Whips occupy 1 critical slot per 15 tons of BattleMech mass, units larger than 30 tons simply cannot fit them in this fashion.) When a Chain Whip is mounted in this way, however, it loses its normal functionality and instead works as a Tail that delivers only half damage (4 points) on a successful sweep attack.

Rotors (VTOL AutoMechs Only): A special alternative form of jump jets, available only to VTOL AutoMechs (which require them for VTOL mode operation), are rotors. Each rotor occupies 1 critical hit slot, weighs 1 ton, and provides the unit with 1 VTOL MP in 'Mech mode. In VTOL mode, the AutoMech receives 1.5 VTOL MPs (Cruising) per rotor, rounding up the total to the nearest whole number. Calculate Flank MP as normal. A VTOL AutoMech can carry as many rotors as it has Running MP.

AutoMech Design Quirks

Because AutoMechs are as much characters as they are machines, all of them may possess Design Quirks based on their unique nature. Of the existing Design Quirks, an AutoMech may be assigned any Quirks appropriate to either their BattleMech form or their alternate mode, with any type-specific Quirks applicable only when the unit is operating in the appropriate mode. For example, an Aerofighter AutoMech may take the Atmospheric Flyer Quirk, but only gains its benefits in Fighter mode, while a Wheeled or Tracked AutoMech with a Trailer Hitch Quirk may only use the hitch in vehicle mode.

Custom Design Quirks

Some AutoMechs may boast unique design quirks that simply aren't found elsewhere in the wide range of combat and support units seen today. These features may be added at the time of construction for extra fluff and battlefield functionality, and may come in any form the players can agree is reasonable. Examples of this, as shown in the AutoMech-Unique Design Quirks below, might

include Prop-Flyer (where a Fighter AutoMech's jumping and Thrust values are derived from augmented turboprops rather than traditional jets), or Water-Lander (a quirk that allows Fighter, hover, or VTOL-based AutoMechs to land on and lift off from water as if it were land via floatation devices incorporated into its landing gear or other non-'Mech motive systems).

For game balance, it is recommended that any given AutoMech should receive no more than two custom Design Quirks, and such Quirks should limit their impact to cosmetic or minor motive-based effects only. Exceeding these limits, if necessary, should be done with great care.

AutoMech-Unique Design Quirks

The following are Custom Design Quirks devised for AutoMechs only, with most reflecting their unique programming and engineering. These include the following:

- **Abnormal Conversion:** This convertible unit is arranged to change forms somewhat differently from the Syberian norms. This Quirk describes a unit that does not follow the Firing Arcs and Hit Locations Table normally indicated by their form. Instead, one (or more) pairs of body locations trade places on the corresponding Firing Arc and Hit Locations tables when the AutoMech assumes its non-'Mech mode. The traded locations must be noted in the Quirk. (For example, the *Tanker* AutoMech swaps its right torso and its right arm locations in its Tracked mode, which means its right arm becomes its right side in vehicle mode, while its right torso gains the turret firing arc.)
- **Amphibious:** This convertible non-naval AutoMech can float on a water surface without the aid of Floats, but only when it is not operating in BattleMech mode and has suffered no armor breaches in its torso hit locations. Amphibious non-naval AutoMechs on the water function as surface naval vessels, but receive half of their vehicle form MPs (rounded down) while traveling on a liquid surface. If an Amphibious AutoMech switches to BattleMech mode while operating on the water's surface, or suffers an armor breach to a torso location, it will immediately sink to the bottom. (Any location reduced to 0 armor points—whether or not internal damage occurs—counts as a breached location.)
- **Code-Bonded:** Typically used with the smallest of robots, Code-Bonding represents a sort of "shared computing" arrangement between the bonded unit and one with much greater processing power. The Code-Bonded unit is thus more dependent on the direct orders and processing of a superior unit to which it has been digitally bonded. A Code-Bonded unit may not willingly operate father than 100 kilometers from its master unit (or 1,000 kilometers if both the Code-Bonded unit and its master are airborne). If somehow forced beyond its range, or severed from contact by hostile ECM, the Code-Bonded unit must return to its commander's last known position at its best speed until contact is re-established. While out of contact with a command unit, a Code-Bonded cannot take any other actions. If the master of a Code-Bonded unit is destroyed or shut down, the Code-Bonded unit must retreat from battle as per Forced Withdrawal rules. Code-Bonded units need not be permanently assigned to the same command unit, but switching between masters is a process that requires at least a minute's time, and may only be performed while outside of combat.
- **Faux Flesh:** This AutoMech, for whatever reason, features an added covering of textured and somewhat realistic "hide" meant to simulate an organic appearance when they are not operating in BattleMech mode. Whether furred, feathered, scaled, or leathery, however, this faux flesh is cosmetic only, meant to make the machine *seem* organic, though it's debatable just how convincing this is on something that weighs twenty-plus tons and stands over eight meters in height. Only units from the PresiDom and AxiMaL factions may use these false coverings, and then only if the unit was built specifically by those factions. Any unit with faux flesh coverings automatically receives the Distracting Quirk. Beyond this, faux flesh adds no weight to the unit, takes up no critical spaces on its record sheet, and has absolutely no effect on gameplay beyond doubling the amount of time it takes to replace all damaged armor points. GMs can add some kind of fluffy role-playing rules to units with faux flesh, if desired, but in tactical combat, it's pretty much a non-issue.
- **Non-Learner:** Either due to hard-wired programming or insufficient memory storage, the AutoMech with this Design Quirk is incapable of improving or adding to its Skill set after creation. Units with this Quirk may not possess Skill ratings higher than "Above Average" or *A Time of War* Skill levels higher than +3.
- **Peculiar Mobility:** This convertible AutoMech has been carefully built and balanced to take advantage of its alternate, vehicle-mode motive system while still in 'Mech mode. This Quirk is available only to Wheeled, Tracked, and Hover-type AutoMechs; it cannot be taken by Fighter, Bestial, Emplacement, Naval, or VTOL-type AutoMechs. At the start of their Movement Phase while in BattleMech mode, units with this Quirk can declare that they are switching to their alternate mobility while remaining in 'Mech mode, and then take their Movement action using their alternate mode's MP values in place of their current Walking/Running MPs. While using this alternate movement in 'Mech mode, the unit must adhere to the terrain and planetary condition restrictions of its alternate mode, and will suffer a +2 target number penalty on all of its Piloting Skill rolls when attempting to avoid falls, skids, and the like. A unit with this Quirk may not use this ability if it has suffered any critical hits to its legs, or has lost one or more legs in their entirety. If a unit with Peculiar Mobility suffers a critical hit to its legs while using their alternate movement in 'Mech mode, it immediately loses the ability and falls where it stands. Units with Peculiar Mobility can only switch between movement modes at the start of their Movement Phase, not during, after, or in any other combat Phase. This ability is unavailable in vehicle mode.
- **Prop-Flyer:** The "jump jets" of this convertible Fighter AutoMech use turboprops and maximized air pressure instead of expelled reaction mass to achieve their thrust. Construction-wise, these props are the same size and weight as their equivalent in Jump Jets or Jump Rockets, but they function a bit differently. Like any prop-driven airborne support vehicle, prop-flyers are unable to fly in Trace or Vacuum atmospheres and cannot operate on the High-Altitude Map above an Altitude of 1. They may not attempt VTOL maneuvers while in Fighter mode, and must execute all takeoff and landing maneuvers horizontally. While on the High-Altitude Map, prop-flyers may not

achieve speeds greater than 1 hex per turn, and automatically go out of control at aerospace velocities exceeding 7 hexes per turn. On the plus side, because convertible FighterMechs must run on fusion, Prop-Flyer AutoMechs do not require fuel to fly (and receive none during construction). In BattleMech mode, Fighter AutoMechs with the Prop-Flyer Quirk cannot use their Jumping MP in Trace or Vacuum atmospheres, but *may* use them as improvised UMUs while underwater, receiving submarine MPs equal to half their current Jump MPs (rounded down).

- **Semi-Quad:** This Quirk is for Bestial units whose quadruped modes aim to mimic the traits of a bipedal creature without actually being one (such as beasts with a more simian or therapod style). Units with this Quirk still follow the movement rules and restrictions for Quad 'Mechs while in their four-legged mode, but lose the ability to execute the Quad's unique rearward kick attack (also known as the "mule-kick"). Instead, they gain the ability to execute a modified Punch attack using the Quad mode's forelegs, while the 'Mech briefly rears back on its hind legs. This modified Punch suffers an additional +1 to-hit modifier, but will deliver base damage equal to 15 percent of the unit's mass (rounded up), instead of the normal 10 percent. If this special Punch attack fails, however, the bestial 'Mech must make an immediate Piloting Skill check (applying the same +1 target modifier) to prevent falling forward. (Use the Altitude Bombing Scatter Diagram to determine the fall's direction and facing if this check fails.) The Semi-Quad Quirk does *not* enable the AutoMech to use any arm-mounted physical attack weapons while in its Quad mode.
- **Team-Bonded:** Team-Bonding is an altered variant of Code-Bonding that is meant for larger unit types that possess the full suite of Syberian AI processing capacity. This Quirk differs from Code-Bonded in several ways as a result. Units that are Team-Bonded are highly coordinated with the rest of their team, and receive a –1 (non-stacking) target number bonus to all Skills when operating within 10 kilometers of another active member of their designated team. If *all* members of the team are active and within 10 kilometers of each other, this bonus becomes –2. Up to six units may be Team-Bonded to each other at any given time, and will remain bonded unless the entire team is reassigned (a process that takes 12 hours to complete per team member). Because their full brainpower remains intact, Team-Bonded units operate normally while "out of range," and are not forced to retreat on a loss of contact; they simply lose the benefits of being close together.
- **Water-Lander:** This convertible Hover, VTOL, or Fighter AutoMech can land on and lift off from liquid surfaces almost as if they were clear ground terrain, but may do so only in their non-BattleMech forms, and only as long as they have suffered no torso armor breaches. Attempts to land on of lift off from water surfaces apply a –1 roll modifier for VTOL or Fighter AutoMechs with this ability, while hovercraft AutoMechs require no rolls to stop and start on water surfaces. Even with this Quirk, a convertible AutoMech that lands on water while in BattleMech mode will immediately sink to the bottom of the water feature. In vehicle mode, AutoMechs with this Quirk will sink if they land on or otherwise end their movement on the water surface with any breached torso armor. (For the purposes of this Quirk, any location reduced to 0 armor points is treated as breached.)

Non-'Mech AutoMechs

As mentioned earlier, not everything the Syberians put their fancy AIs into was a BattleMech or IndustrialMech. They also managed to find ways to put this technology into just about every vehicle and unit type they could think of, from sport bikes and satellites to Mobile Structures, DropShips, and space stations. They even found a way to create autonomous robots on the infantry scale by expanding on exoskeleton technologies. All of these "non-'Mech AutoMechs" (or just "robots," if you prefer) are constructed and function like their corresponding human-controlled units, but with the following changes and additions.

Syberian Technology Base

The Syberian technology base, as described under AutoMech Construction, remains in effect. Thus, MiniMechs, which are built using the battle armor rules, may use all battlesuit-legal weapons and equipment produced by the Inner Sphere up to 3060 (except for C3 technology, which was never developed by the Syberians). The same goes for any other vehicles, DropShips, Mobile Structures, and space stations.

As noted earlier, remember that the Syberians only relied on fusion and electric power sources (including fuel cell engines and solar power), eschewing all internal combustion and fission power.

Conversion Equipment

Non-'Mech AutoMechs do not mount conversion equipment.

Control Systems and Life Support

Non-'Mech AutoMechs use the same mass for their control systems as a human-crewed unit of equal size and capabilities. Any units that require crew quarters as part of their construction reduce all such quarters to 1 ton per "person," to reflect automated, on-board maintenance systems. Though they may also feature all types of quarters for human passengers at normal tonnages (most of Syberia's automated vehicles were likely built to ferry humans about once upon a time, and may still retain such features, if only just after they rolled off their factory lines).

Life Support systems on all non-'Mech AutoMechs are unchanged, as much for the benefit of potential human use, as well as to maintain the vital cooling, ventilation, and supplemental systems that support the unit's other normal interior operations.

AutoMech Battle Armor ("MiniMechs")

Create AutoMech "MiniMechs" using the standard rules for Inner Sphere battle armor and exoskeletons, but use the Clan internal chassis weight instead of the IS one, to reflect the added mass of the autonomous robotics. Remember also that the +1 armor point for the unit's trooper remains in play for game purposes, but now represents the CPUs at the MiniMech's heart.

Design Quirks

Apart from the Faux Flesh Quirk—which is available only to bestial 'Mechs and MiniMechs—all non-'Mech AutoMechs have access to all the Design Quirks permitted to their unit type.

Small Units: In addition to the above, any AutoMech that

masses 5 tons or less (including all MiniMechs) *must* take the Code-Bonded Design Quirk. This represents a more limited level of autonomous intelligence that verges on semi-remote command and control. Code-Bonded units can still demonstrate unique personalities and behavior in the field, but they rely on their command units to handle subroutines and navigational processes that are too complex or memory intensive for their smaller computers. (See the Code-Bonded entry in the *AutoMech Design Quirks* section for more information and rules.)

Non-'Mech AutoMechs in Combat

Non-'Mech AutoMechs function like, and follow all the relevant rules for, their equivalent unit type while in combat.

The only major exception to this occurs when the unit suffers damage to its crew or pilots. Non-'Mech AutoMechs ignore any damage to their pilots or crews based on heat, high-G maneuvers, or hostile environments. Critical damage that harms or kills crew (such as Crew Stunned and Crew Killed critical hits), however, may impair or disable the unit, as described in the Tactical Rules.

Battle Values

The construction rules presented here will produce units that are patently illegal in most standard *BattleTech* games. These units are meant primarily for spontaneous amusement, rather than serious campaigns and tournaments, and so no solid rules are offered here for computing the battle values of your custom created AutoMechs.

However, given that most of these units make use of technologies already covered by the extant BV-computing systems, a fair approximation for any given AutoMech's capabilities may be attempted by simply treating the units as their human-crewed equivalents and evaluating any convertible units as though they were standard BattleMechs. That approach may not account for what happens when modes start changing, but it should give you a reasonable sense of when and how badly a given DemoCon force outclasses its AutoBoP opponents. Maybe.

Costs

The only thing that interests the author even less than Battle Value are the in-universe price tags for these units. The collapse of all human societies in the Syberia system has resulted in an economy based only on the limits of what the various robots and machines can mine, process, build, repair, and scavenge. Portable fusion technology and fuel cell engines are ubiquitous, and fossil fuels are all but unheard of and irrelevant to the various combatant factions. What trade exists here is pure barter, and no entity in the Syberian system that's even heard of C-bills finds any intrinsic value in them or any other state currency.

So, yeah, computing monetary costs for an AutoMech of any kind is entirely up to whatever you and the folks at your gaming table can agree on. But if you want this author's advice, just steer clear of that headache; it's unlikely that *any* effort to introduce monetary economics to your Syberia campaign will be worth all the hassle.

Frequent Construction Questions

The author, at this time, would like to address some frequently asked questions regarding this project.

Q: Why did you decide to do this?
A: Because I really wanted to. And I suspect others have, too.

Q: Can I build convertible AutoMechs with three modes or more?
A: Nope. Syberia's conversion technology is strictly bimodal. If you want to model an AutoMech after certain multi-modal robots, I recommend simply making additional AutoMechs to cover the various modes and give them all a related color scheme and/or naming convention. (For example, Sky Train Alpha is a convertible Wheeled AutoMech, while its shuttle component, Sky Train Beta, is a DropShip. Together, they represent a certain three-mode converter you might have heard of.)

Q: But what about AirMechs?
A: Nope. The Syberians never made them. Too many headaches.

Q: Headaches for who?
A: Me, of course!

Q: Okay, but can I make convertible AutoMech teams that can unite into one big AutoMech?
A: Nope. At least not as such. Making rules for things like that was way past anything I wanted to try. But, as seen with the *Deconstructor*, you *can* make a fun approximation by creating a superheavy AutoMech that looks like it was made of a bunch of smaller ones put together. And, of course, to represent the teams when not unified, you can make their individual component AutoMechs into a Team-Bonded group that fights best when all are present.

Q: Can AutoMechs change their size?
A: No. We're still following BattleTech physics here. You can use the Compact and Low/Narrow Profile Quirks to reflect some machines that seem disproportionately smaller, and you can even link those Quirks to one of a convertible AutoMech's modes to reflect a particularly dense or tight conversion style that *seems* to shrink them a bit, but actual shrinking of BattleMechs to (or below) the size of ProtoMechs is not possible.

Q: Can I make a convertible "MiniMech?"
A: No. The exoskeleton/power armor tech the Syberians made into "MiniMechs" cannot handle conversion, and making a whole ruleset for convertibles at that scale would be less fun than it might seem.

Q: Your tech choices seem rather arbitrary here. Why?
A: In trying to create a fusion of two popular Intellectual Properties, while staying grounded in one very specific one, I opted for tech that I felt made the most sense for the context. And I didn't want to muddy things up by having too many items and tech bases in the mix.

Q: Can I copy and distribute this stuff, in whole or in part?
A: Remember that this project is a labor of love for two very popular IPs whose owners did ***NOT*** authorize me to do this. As a parody project, it's probably legally okay for it to exist, but the stuff this is all based on and in is owned by folks other than me, and making any sort of profit on this, or presenting it as an official product in any way, shape, or form, would be *seriously* illegal. So, copy and distribute away if you like, but do ***NOT*** sell this or misrepresent it as anyone's official product. The game and toy companies I spoof here won't like it.

Q: What if I wanted to make modifications to this for my own games?
A: Modify away! As long as you don't try and make money from this or present it as official canon/game rules (see above), what you do with this project in the privacy of your own homes and game tables has nothing to do with me!

Q: Will you be making a sequel for this?
A: Probably not. I've had lots of fun here, but it also took a *LOT* of time and work that could/should have gone to other things I neglected in the meantime.

Q: What happened to the convertible WiGE AutoMechs?
A: Deleted. WiGE vehicles are so rare in *BattleTech* (and basically unheard of by the other franchise) as to be non-existent. The Syberians didn't bother with making 'Mech conversions of those kind of vehicles, but may have made non-converting WiGEs for *some* reason…

Q: What about Clan tech?
A: No.

Q: What about prototype Clan tech?
A: Still no.

Q: What if the prototype Clan tech is inferior to Inner Sph—?
A: I said NO! Let it go, man!

Q: …What about stuff from *XTR: 1945*?
A: Why are you like this?

Q: Hey, how do I choose minis for my custom AutoMechs?
A: Here you must use your imagination. The recommended proxies given in this TRO draw their inspiration from both of the IPs this product is meant to pay homage to. But, in order to keep things closer to the *BattleTech* side of the family, the author limited his choices to those minis currently available through the folks at Iron Wind Metals, who have a long history of making minis for *BattleTech* (and other game lines affiliated with *BattleTech*'s original creators at FASA Games), but other recommendations found in this book are more esoteric in nature (such as the ship models suggested for the *AutoCarrier*s, which might be found at a map-useful scale in hobby stores).

The ideal miniature for your own AutoMech creations, of course, should be one you can readily identify by size, shape, and apparent weaponry to your unit's stats, if only to make it possible for your players to have a decent clue what they're up against. But this is, by no means, an absolute rule.